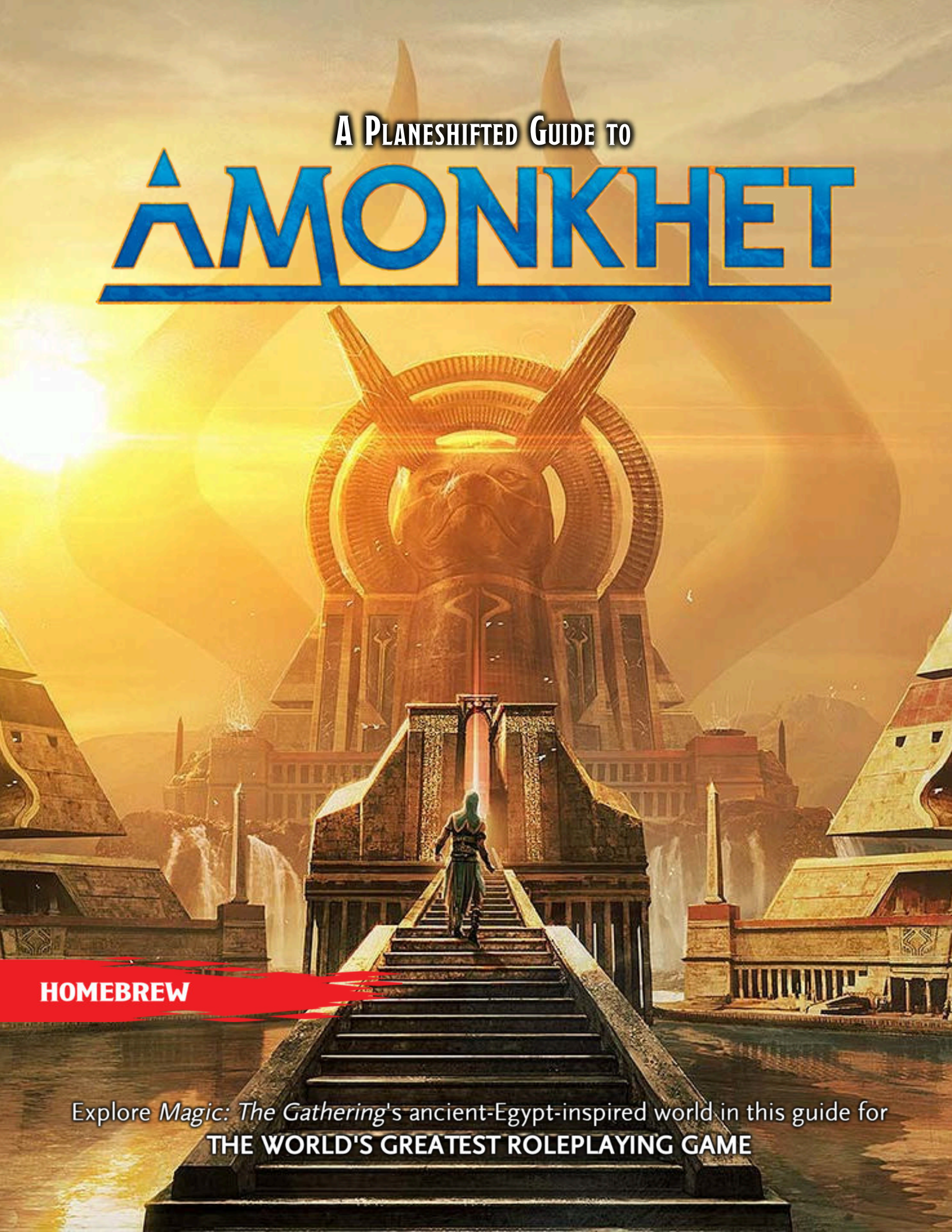




A PLANESHIFTED GUIDE TO

AMONKHET

HOME BREW

Explore *Magic: The Gathering's* ancient-Egypt-inspired world in this guide for
THE WORLD'S GREATEST ROLEPLAYING GAME

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Based on information from: The [MTG Wiki](#), [Plane Shift: Amonkhet](#), [A Planeswalker's Guide to Aetherdrift: Part 2](#), [Magic Story](#), MAGIC: THE GATHERING cards from the following sets: *Aetherdrift*, *Amonkhet*, *Hour of Devastation*.

Created with: Detect Balance [Spreadsheet](#) for Custom Races by [u/jwbjerk](#), D&D Watercolor Stains by Jared Ondricek.

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Huge thank you to all my supporters, you guys rock!

Created with Support from: Alex Garrick-Wright, Alun Howard, Anansi Dragon, Andre Beshta, Andrew Fielder, Andrew Karr, Anonymoose238, Antoine Polignone, Bill Bloom, BloodStasis, Brady, BrettPlatt, Bruno Arcand, Bryce Haertjens, Caroline Magoulas, Chris Nelson, Chris Tipton, Cody Westerlund, Dallas, Daniel Clark, Daniel Powell, David Cummings, david falcone, David S, Der Zweifler, Donovan Lowell, ecwscorpion209, Emanuel Ioan Hanis, Eric Koger, faultyhero, Finn the Human, Hannah Flayhan, Harrison Jansma, Isaac Swisher, Jacob Beauchamp, Jesse D Miers, John Hradil, JOSEPH ANTONE GUZMAN, Joseph Joffe, Kevin, Korrakach, Leondatwani, Linkaning ., Logan Harris, Marv101, Mason Jones, Matthew Wood, Nathan Broderick Mathews, Nebulous, Niknak 247, ReaperTheWolf, Richard Rivera, RJBPrimal, Rob Schnautz, RocketTurtle, Shaun Sullivan, SirGoatly, SlowDisco, Sophie Forster, Tyler Adams, Zac Bruntmyer, zen magus, Zuloe Sixx

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CHANGELOG

- Version 2.1
 - Added welcome section
 - Added Life in Amonkhet section
 - Added classes guidelines
 - Added subclasses
 - Added backgrounds
 - Updated all species to 2024 standards
 - Added feats
 - Added and updated equipment
 - Added and updated spells
 - Added Cosmology section
 - Added and updated magic items
 - Added monsters
 - Added monster lists
- Version 1.1c
 - Updated support links
- Version 1.1b
 - Fixed broken image links

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WELCOME TO

AMONKHET

Amonkhet is a plane from the multiverse of *MAGIC: THE GATHERING* that can serve as a D&D setting. It is inspired by the themes of ancient egyptian mythology. Important aspects of Amonkhet are described herein so that you can make it your own, expanding or altering it however you wish.

ABOUT MAGIC: THE GATHERING

MAGIC: THE GATHERING is a collectible trading card game of fun-filled, strategic games to play with friends old and new. It is another product from *Wizards of the Coast*, the creators of *DUNGEONS & DRAGONS*, but exists in its own distinct multiverse. Each plane in *MAGIC* is a unique world with distinct themes, full of magic and wonder.

USING THIS BOOK

This book is an in-depth guide to adventures on the plane of Amonkhet. DMs can determine how much of this book they want to share with their players.

Chapter 1 gives an overview of Innistrad as a setting.

Chapter 2 presents guidelines for character classes and subclass options.

Chapter 3 details new character origins, including backgrounds and species options.

Chapter 4 presents a selection of new feats available to characters.

Chapter 5 presents new tools and equipment.

Chapter 6 presents new spells available to spellcasting characters.

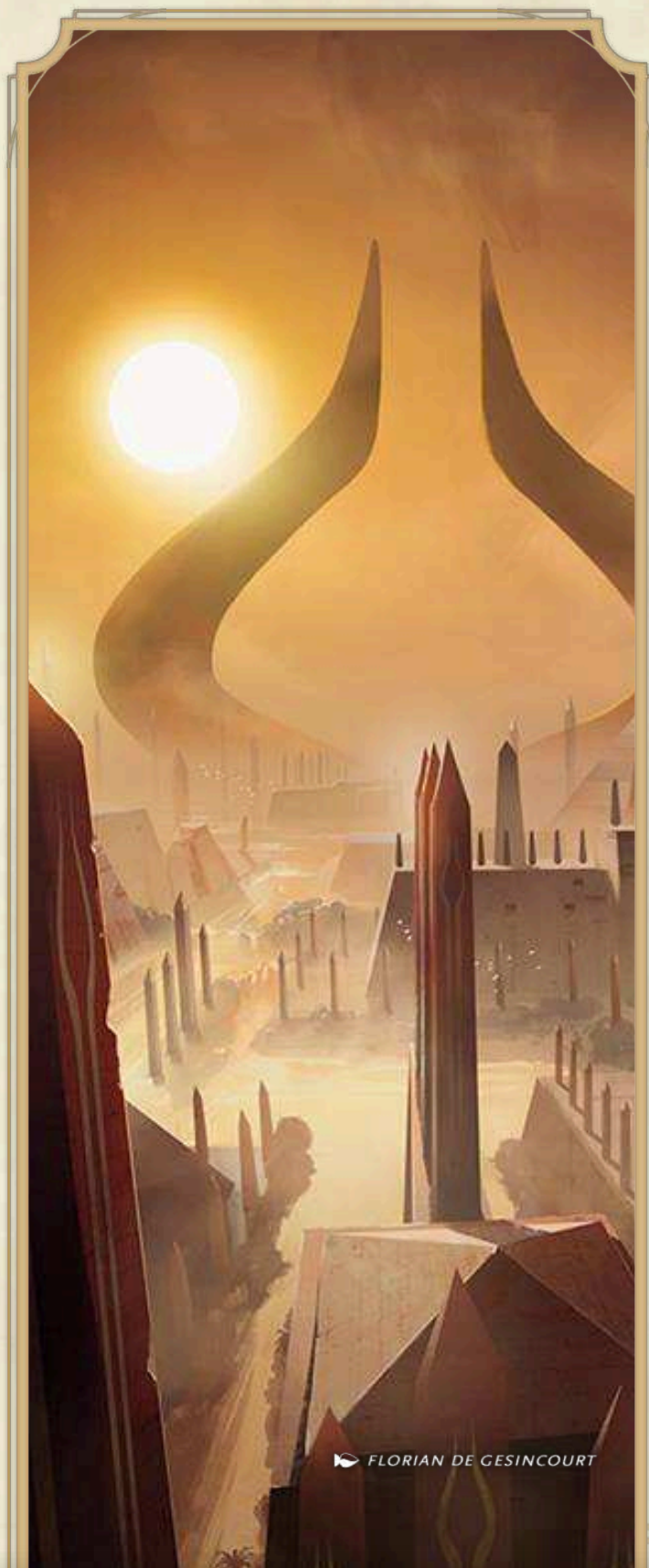
Appendix A details the Cosmology of *MAGIC: THE GATHERING* and the specifics of planar magic.

Appendix B provides rules for new magic items.

Appendix C presents stat blocks for monsters.

Appendix D provides lists that organize the monsters in this book.

Appendix E is a rules glossary.



FLORIAN DE GESINCOURT

CHAPTER 1

LIFE IN AMONKHET

Towering, gold-encrusted monuments break the unending monotony of a horizon formed of sun-blasted sand. Awe-inspiring, animal-headed gods walk among the people, offering them care and protection from the horrors of the desert. A wide, life-giving river offers its abundant bounty, providing for every physical need.

Amonkhet has suffered at the hands of foreign invaders, but it is now a world of rebuilding and hope. Though dangers lurk in the sands beyond the horizon, the people of Amonkhet, living and dead, will face it together.

IMPORTANT NAMES

A handful of important names are defined below.

Amonkhet (pronounced ah-munn-KETT) is the name of the plane. The demonym for its denizens is *Amonkheti*.

Naktamun (pronounced knock-tah-MOON) is the only known city on Amonkhet, where its living inhabitants dwell.

The Luxa (pronounced LUCKS-uh) is a river that fertilizes the lush valley around Naktamun, a source of water and life.

Lazotep (pronounced LAZ-oh-tep) is a valuable blue mineral that can only be mined on Amonkhet. It has a number of magical properties.

THE AMONKHET SETTING

Amonkhet has two suns, a round moon, and milk-white stars that form constellations in the night sky.

THE CURSE OF WANDERING

The most notable feature of Amonkhet is the Curse of Wandering or the Walking Curse. Any living thing that dies on Amonkhet is revived as an Undead.

Those who die in the desert become the Accursed, ever wandering and vengeful against the living. But those dead that are carefully embalmed and preserved become the Anointed, loyal undead who work alongside the living in the city.

HOOR OF DEVASTATION

A generation ago, the dragon planeswalker Nicol Bolas discovered Amonkhet and corrupted it; killing all the adult inhabitants, subjugating the gods, and warping the culture of the next generation to worship and serve him.

Bolas had engineered a world where the inhabitants reach maximum physical perfection before killing one another in the Trials. While the denizens saw this as a righteous path to a glorious afterlife, Bolas's goal was the creation of an army of lazotep-plated zombie warriors known as Eternals, retaining all the skills they had in life but with unthinking loyalty to Bolas.

His plans came to fruition during the Hour of Devastation. Naktamun was destroyed, almost all the gods were slain, and Nicol abandoned the plane. He would later be defeated by other planeswalkers.

REBUILDING

After the Phyrexian Invasion of the multiverse, the rebuilding of Amonkhet properly began. Raising new gods with their hope and determination, the people of Amonkhet are rebuilding Naktamun, constructing new monuments in honor of those who have fallen, and are beginning to forge a new culture and a new way of life free of Nicol Bolas' influence.

LOCATIONS

As characters explore the lands of Amonkhet, you can use the information in this section to inspire your own adventures and world details.

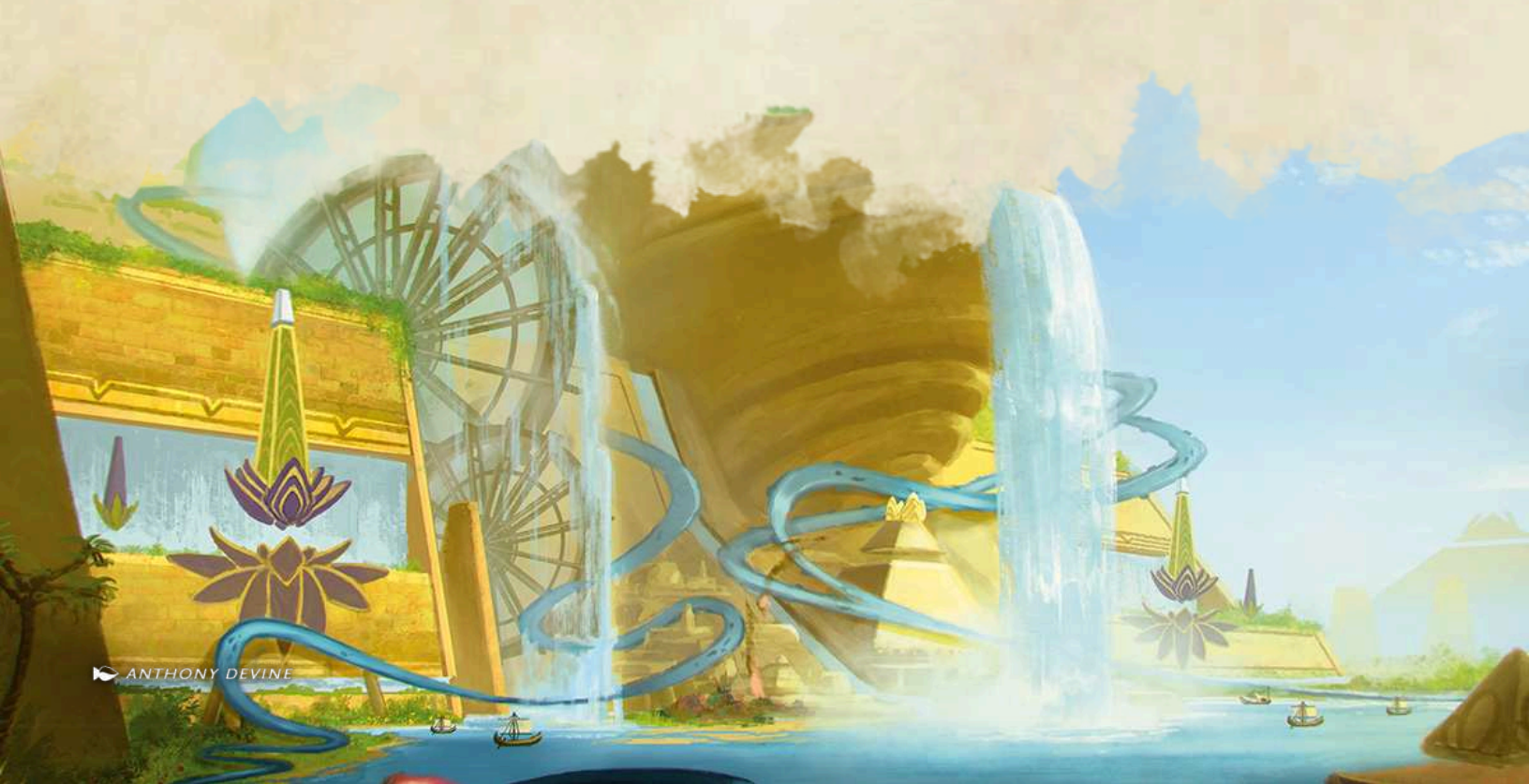


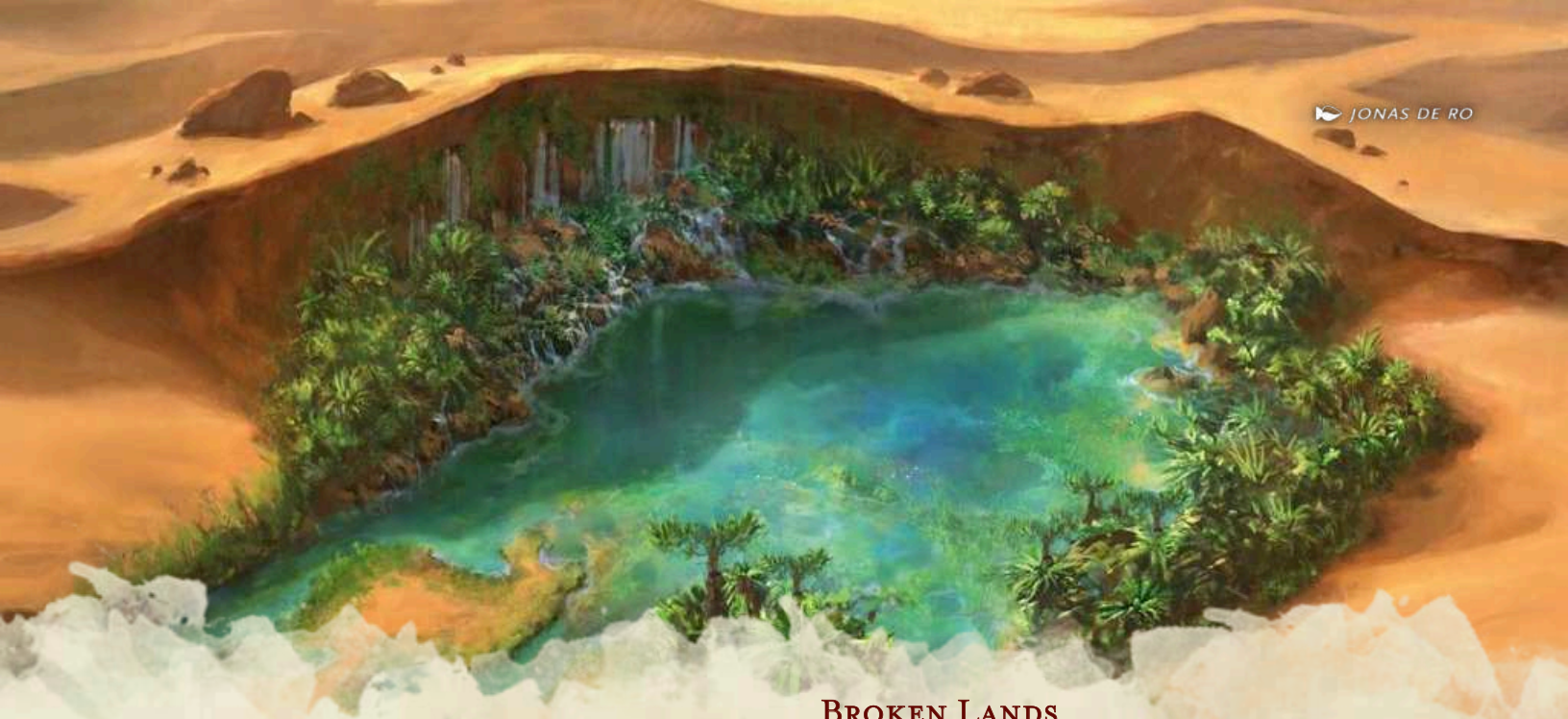
NAKTAMUN

Naktamun is the central city of Amonkhet, located on the banks of Luxa River and surrounded by the dune sea of Shefet. It is divided into many districts, some of which are forgotten beneath the sands. Naktamun was all but destroyed between the Hour of Devastation and the Phyrexian Invasion, but rebuilding efforts are well underway and the city is currently habitable. Naktamun is inhabited by both the living and the honored dead, mummies known as the Anointed. The living and the dead both must confront and overcome generations of prejudice and subjugation.

LUXA

The Luxa river is an abundant source of life, fertilizing the lush valley around Naktamun and providing water to humanoids and animals alike. It is also a vibrant habitat for countless creatures, including many species of birds, fish, and frogs. Near the city limits of Naktamun is a massive river gate known as the Gate to the Afterlife, beyond which lies a great abandoned Necropolis.





DESERT LANDS

The desolate wilderness beyond the protection of the Hekma is largely uncharted. Immediately beyond the protective veil is a chaotic dune sea called Shefet, the Scouring Sands. The desert wears away at the edges of the fertile lands surrounding Naktamun, serving as a constant reminder that only the bounty and protection of the God-Pharaoh stand between the people of the city-state and a grisly death in the sands beyond. Beyond Shefet are parched, cracked expanses called Ramunap, the Broken Lands. The ruins of ancient civilizations are said to lie in the Broken Lands, though no one has ever explored such ruins and returned to Naktamun to tell of them. Further still in the desert lies the Ifnir Deadlands, a place known as the Demon's Nest.

BROKEN LANDS

Racers and citizens of Amonkhet whisper of dark signs in the Broken Lands that herald the approach of the Chitin Court. These include the shed skins of molting insects flowing like a dry river through the dunes, the towering silhouettes of the Locust God or the Scarab God seen in the swirling currents of mighty sandstorms, and empty tombs of ancient kings and emperors uncovered from the inside, their sarcophagi shattered and vacant, weapons racks disturbed. These signs are not yet enough to reach the ears of Naktamun's leaders and deities, but they will, in time.

The "monarchal dead" or Monarchs of Amonkhet are a vast and uncountable mix of undead kings, queens, and emperors who hail from the high and early epochs of Bolas's reign and before, having languished in sealed tombs out in the Broken Lands for uncountable periods. They reign over the restless dead on Amonkhet and do not care to work alongside the living.



CHAPTER 2

CHARACTER CLASSES

When you create a character for DUNGEONS & DRAGONS, you choose a class from the options presented in the *Player's Handbook*. Characters of any class can be found on Amonkhet, though some are rarer than others. This chapter provides guidelines on playing certain classes in Amonkhet, and presents ## subclass options. The Artificer class is from *Unearthed Arcana — The Artificer*.

 **Artificers** are rare on Amonkhet. *Alchemists* and *Armorsers* can often find work as artisans in the city Naktamun.

 **Barbarians** are common among Amonkhet's warriors. Those of the *Path of the Zealot* channel the power of the gods in their rage.

 **Bards** can be found as performers in Naktamun, and often act as viziers and healers.

 **Clerics** are the viziers and devotees of Amonkhet's gods, new and old. Instead of the subclasses found in the *Player's Handbook*, choose one of the subclasses presented later in this chapter: *The Ambition*, *Dawn*, *Knowledge*, *River*, *Solidarity*, *Strength*, or *Zeal Domain*.

 **Druids** channel primal nature magic, and might have a connection to the Luxa river or an oasis.

 **Fighters** fill all the usual roles on Amonkhet, as soldiers, crop captains, and guards of the city Naktamun.

 **Monks** are common on Amonkhet as trained unarmed warriors, especially among minotaurs.

 **Paladins** are warriors who swear an *Oath* to protect Amonkhet and its people, often before a vizier and the gods.

 **Rangers** are rare on Amonkhet, often channeling the power of the oasis or the Luxa river. They might be servants of Sab-Sunen, goddess of the Luxa.

 **Rogues** are common in the streets of Naktamun, engaging in smuggling, thievery, black market trading, and other unsavory lines of work.

 **Sorcerers** of *Celestial* and *Draconic Sorcery* are common on Amonkhet, connected to the gods and glory dragons. Sorcerers of *Aberrant* or *Clockwork Sorcery* are incredibly rare, drawing power from other planes.

 **Warlocks** with an *Archfey Patron* might have a pact with Sab-Sunen, goddess of the Luxa. A *Celestial* or *Fey Patron* could be any of Amonkhet's gods. A *Fiend Patron* might be one of the archfiends of ifnir, while a *Great Old One Patron* might be an old, forgotten god of the Chitin Court.

 **Wizards** are common among the followers of Kefnet, god of knowledge, and can be found throughout Amonkhet as advisors and scribes. The *Necromancer* subclass is presented later in this chapter.



CLERIC SUBCLASSES

At level 3, a Cleric gains a choice of Cleric subclass. This section presents the Ambition Domain, Dawn Domain, Knowledge Domain, River Domain, Solidarity Domain, Strength Domain, and Zeal Domain subclasses.

AMBITION DOMAIN

Strive for Greatness

The crocodile-headed Bontu was the god of ambition, slain during the Hour of Devastation. She taught that no one is born strong — they become it. She considered pride and cunning to be tools for self-growth. Nothing is more important than determination and drive—not the bonds of a crop, not friendship or love. Not even devotion to a deity.

LEVEL 3: AMBITION DOMAIN SPELLS

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Ambition Domain Spells table, you thereafter always have the listed spells prepared.

AMBITION DOMAIN SPELLS

Cleric Level	Spell
3	<i>Bane, Disguise Self, Mirror Image, Ray of Enfeeblement</i>
5	<i>Bestow Curse, Vampiric Touch</i>
7	<i>Death Ward, Dimension Door</i>
9	<i>Dominate Person, Modify Memory</i>

LEVEL 3: AMBITIOUS FLARE

When a creature that you can see within 30 feet of yourself makes an attack roll, you can take a Reaction to impose Disadvantage on the attack roll before it hits or misses.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a Long Rest.

LEVEL 3: INVOKE DUPLICITY

As a Bonus Action, you can expend one use of your Channel Divinity to create a perfect visual illusion of yourself in an unoccupied space you can see within 30 feet of yourself. The illusion is intangible and doesn't occupy its space. It lasts for 1 minute, but it ends early if you dismiss it (no action required) or have the Incapacitated condition. The illusion is animated and mimics your expressions and gestures. While it persists, you gain the following benefits.

Cast Spells. You can cast spells as though you were in the illusion's space, but you must use your own senses.

Distract. When both you and your illusion are within 5 feet of a creature that can see the illusion, you have Advantage on attack rolls against that creature, given how distracting the illusion is to the target.

Move. As a Bonus Action, you can move the illusion up to 30 feet to an unoccupied space you can see that is within 120 feet of yourself.

LEVEL 6: CLOAK OF SHADOWS

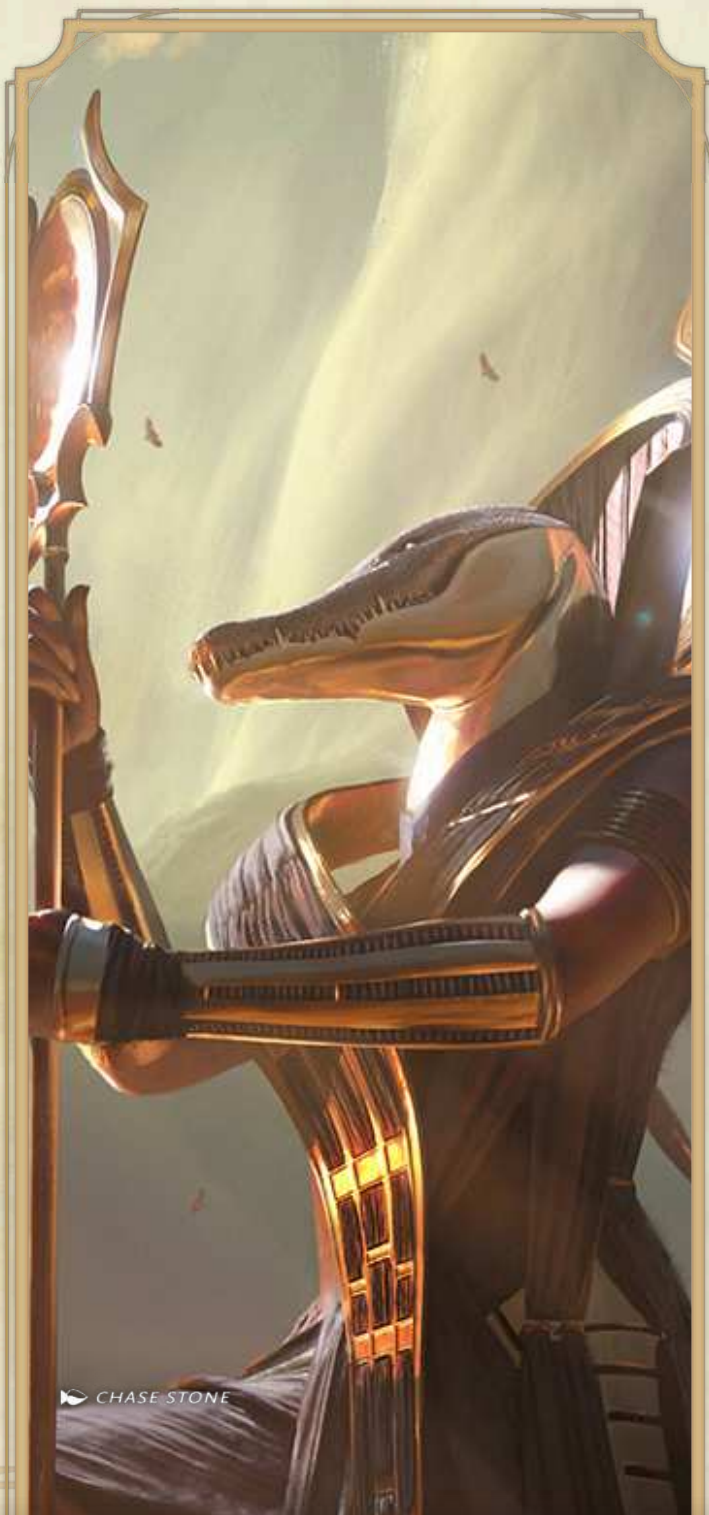
As a Magic action, you can expend one use of your Channel Divinity to have the Invisible condition until the end of your next turn. The condition ends early immediately after you make an attack roll, deal damage, or cast a spell.

LEVEL 17: IMPROVED DUPLICITY

The illusion of your Invoke Duplicity has grown more powerful in the following ways.

Shared Distraction. When you and your allies make attack rolls against a creature within 5 feet of the illusion, the attack rolls have Advantage.

Healing Illusion. When the illusion ends, you or a creature of your choice within 5 feet of it regains a number of Hit Points equal to your Cleric level.



DAWN DOMAIN

Bring the Light and Hope of the New Dawn

The lion-headed Ketramose is the Amonkheti god of the breaking dawn, born from the fierce determination of the living Amonkheti to survive and the undead Amonkheti to protect the living. He is the god of the breaking dawn and the future that awaits tomorrow, the living and the honored dead, hope, solidarity, endurance, and the peasantry.

LEVEL 3: DAWN DOMAIN SPELLS

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Dawn Domain Spells table, you thereafter always have the listed spells prepared.

AMBITION DOMAIN SPELLS

Cleric Level	Spell
3	<i>Bless, Faerie Fire, Lesser Restoration, See Invisibility</i>
5	<i>Daylight, Revivify</i>
7	<i>Arcane Eye, Death Ward</i>
9	<i>Flame Strike, Greater Restoration</i>

LEVEL 3: PRESERVE LIFE

As a Magic action, you present your Holy Symbol and expend a use of your Channel Divinity to evoke healing energy that can restore a number of Hit Points equal to five times your Cleric level. Choose Bloodied creatures within 30 feet of yourself (which can include you), and divide those Hit Points among them. This feature can restore a creature to no more than half its Hit Point maximum.

LEVEL 3: WARDING FLARE

When a creature that you can see within 30 feet of yourself makes an attack roll, you can take a Reaction to impose Disadvantage on the attack roll, causing light to flare before it hits or misses.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a Long Rest.

LEVEL 6: IMPROVED WARDING FLARE

You regain all expended uses of your Warding Flare when you finish a Short or Long Rest.

In addition, whenever you use Warding Flare, you can give the target of the triggering attack a number of Temporary Hit Points equal to 2d6 plus your Wisdom modifier.

LEVEL 17: HOPE FOR TOMORROW

Whenever you restore Hit Points as an action or Bonus Action with a spell or Channel Divinity, you can cast *Sanctuary* on the target without expending a spell slot as part of the same action or Bonus Action. When you cast the spell in this way, it lasts until the start of your next turn instead of its normal duration.



MAAZ ALI KHAN

KNOWLEDGE DOMAIN

Perceive the Wonders Beyond Imagination

Kefnet was the god of knowledge, slain during the Hour of Devastation. With his ibis head and glorious wings, he represented intellect and the magic of the mind. Kefnet taught that the afterlife will be inhabited only by those who have proved by their wits that they are worthy. His acolytes and initiates train to push their limits and challenge their mental capacity with spells of ever-greater power.

LEVEL 3: KNOWLEDGE DOMAIN SPELLS

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Knowledge Domain Spells table, you thereafter always have the listed spells prepared.

KNOWLEDGE DOMAIN SPELLS

Cleric Level	Spell
3	<i>Augury, Command, Identify, Suggestion</i>
5	<i>Nondetection, Speak with Dead</i>
7	<i>Arcane Eye, Confusion</i>
9	<i>Commune, Scrying</i>

LEVEL 3: BLESSINGS OF KNOWLEDGE

You gain the following benefits.

Tool Proficiency. You gain proficiency with one Artisan's Tools of your choice.

Skill Expertise. You gain proficiency in one of the following skills of your choice: Arcana, History, Nature, or Religion. You have Expertise in that skill.

Extra Language. You learn one language of your choice, which you choose from the language tables in chapter 3.

LEVEL 3: MIND MAGIC

As a Magic action, you can expend one use of your Channel Divinity to manifest your magical knowledge. Choose one spell from the Knowledge Domain Spells table that you have prepared. As part of that action, you cast that spell without expending a spell slot or needing Material components.

LEVEL 6: READ THOUGHTS

You gain telepathy out to 60 feet. When you use this telepathy, you can simultaneously contact a number of creatures equal to your Wisdom modifier (minimum of one).

Additionally, if your total for an Intelligence check is lower than your Wisdom score, you can use that score in place of the total.

LEVEL 17: DIVINE FOREKNOWLEDGE

As a Bonus Action, you magically expand your mind to the possibilities of the future. For 1 hour, you have Advantage on D20 Tests. Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of this feature by expending a level 6+ spell slot (no action required).



RIVER DOMAIN

Embody the River's Wrath and Bounty

The frog-headed Sab-Sunen is the Amonkheti god of the Luxa River. She represents cleansing, life, stability, and renewal.

LEVEL 3: RIVER DOMAIN SPELLS

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the River Domain Spells table, you thereafter always have the listed spells prepared.

RIVER DOMAIN SPELLS

Cleric Level	Spell
3	<i>Create or Destroy Water, Fog Cloud, Locate Animals or Plants, Spike Growth</i>
5	<i>Plant Growth, Sleet Storm</i>
7	<i>Control Water, Grasping Vine</i>
9	<i>Commune with Nature, Cone of Cold</i>

LEVEL 3: ACOLYTE OF NATURE

You learn one extra cantrip from the Druid spell list.

In addition, you gain proficiency in one of the following skills of your choice: Animal Handling, Nature, or Survival.

LEVEL 3: WRATH OF THE RIVER

As a Magic action, you present your Holy Symbol and expend a use of your Channel Divinity to manifest a river current in a 10-foot Emanation for 1 minute. It ends early if you dismiss it (no action required), manifest it again, or have the Incapacitated condition.

When you manifest the Emanation and as a Bonus Action on your later turns while it lasts, you can choose another creature you can see in the Emanation. The target must succeed on a Strength saving throw against your spell save DC or take Cold damage equal to 1d6 plus your Wisdom modifier. If the creature is Large or smaller, choose the Ebb or Flow effect below on a failed save.

Ebb. The creature is pulled up to 10 feet towards you.

Flow. The creature is pushed up to 10 feet away from you.

LEVEL 6: DAMPEN ELEMENTS

When you or a creature you can see within 30 feet of you takes Acid, Cold, Fire, Lightning, or Thunder damage, you can take a Reaction dampen the damage with river water. The target has Resistance to the triggering instance of damage.

LEVEL 17: GIFT OF THE LUXA

The Emanation of Wrath of the River can originate from you or one willing creature within 60 feet of yourself. That creature gains all the benefits of the Emanation and uses your spell save DC and Wisdom modifier for it.

In addition, the Emanation can originate from both the other creature and yourself if you expend two uses of your Channel Divinity instead of one when manifesting it.



VALERA LUTFULLINA

SOLIDARITY DOMAIN

Stand United in Purpose and Action

The cat-headed Oketra was the god of stability, order, solidarity, and protection. She was slain during the Hour of Devastation. Oketra valued coordinated purpose and cooperative action. Her Trial of Solidarity was the first one undergone by initiates, forcing them to rely on the other members of their crops and stand or fall together.

LEVEL 3: DOMAIN SPELLS

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Solidarity Domain Spells table, you thereafter always have the listed spells prepared.

SOLIDARITY DOMAIN SPELLS

Cleric Level	Spell
--------------	-------

3	<i>Aid, Bless, Guiding Bolt, Warding Bond</i>
5	<i>Beacon of Hope, Crusader's Mantle</i>
7	<i>Aura of Life, Guardian of Faith</i>
9	<i>Circle of Power, Mass Cure Wounds</i>

LEVEL 3: SOLIDARITY'S ACTION

You can take the Help action as a Bonus Action. You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a Long Rest.

LEVEL 3: PRESERVE LIFE

As a Magic action, you present your Holy Symbol and expend a use of your Channel Divinity to evoke healing energy that can restore a number of Hit Points equal to five times your Cleric level. Choose Bloodied creatures within 30 feet of yourself (which can include you), and divide those Hit Points among them. This feature can restore a creature to no more than half its Hit Point maximum.

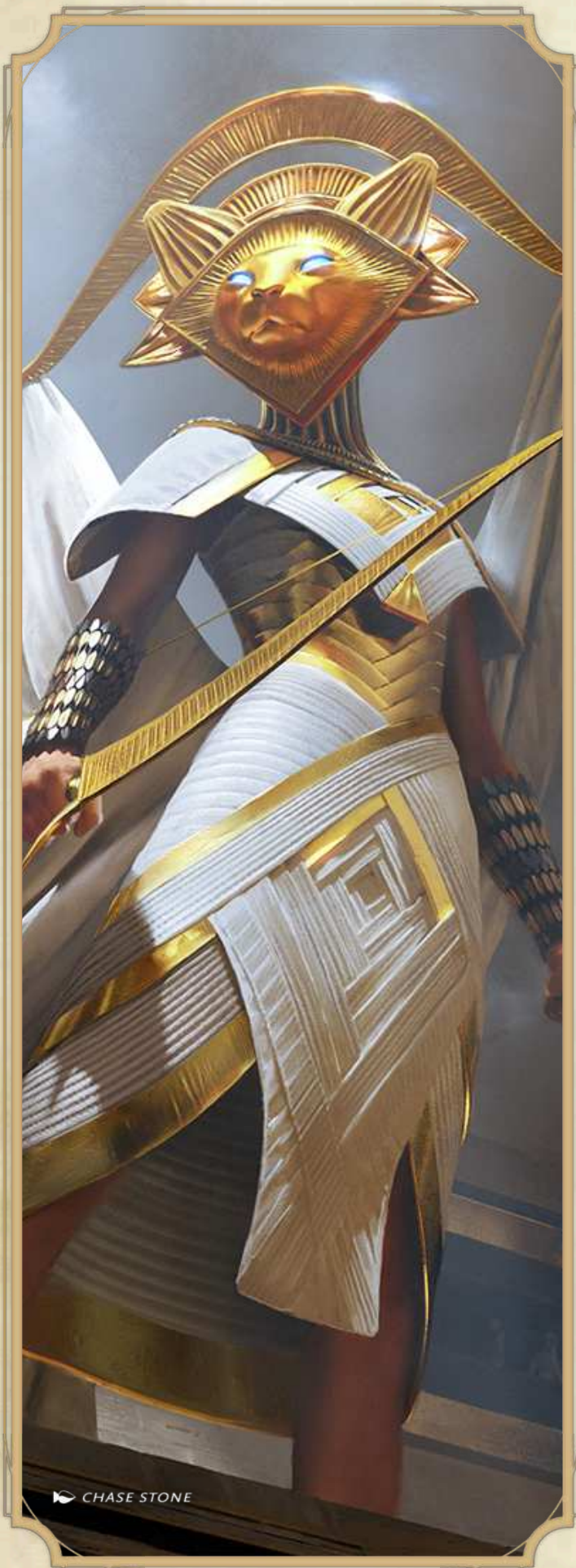
LEVEL 6: IMPROVED ACTION

You regain all expended uses of your Solidarity's Action when you finish a Short or Long Rest.

In addition, whenever you use Solidarity's Action, you can give the creature you help a number of Temporary Hit Points equal to 2d6 plus your Wisdom modifier.

LEVEL 17: SUPREME HEALING

When you would normally roll one or more dice to restore Hit Points to a creature with a spell or Channel Divinity, don't roll those dice for the healing; instead use the highest number possible for each die. For example, instead of restoring 2d6 Hit Points to a creature with a spell, you restore 12.



STRENGTH DOMAIN

Hone the Body and Stand Worthy

Cobra-headed Rhonas was the Amonkhet god of strength, both in physical superiority and mental aspects of willpower. He was slain during the Hour of Devastation. Rhonas believed that strength cannot be taught, but must be built through practice and training. The ability to resist fear, to face any battle with an indomitable will and self-reliance are the qualities that ensure success in Rhonas's trial, which was the third trial. To Rhonas, strength was all. Strength encompasses physical forcefulness, speed, endurance, mental reflexes, willpower, and determination.

LEVEL 3: STRENGTH DOMAIN SPELLS

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Strength Domain Spells table, you thereafter always have the listed spells prepared.

STRENGTH DOMAIN SPELLS

Cleric Level	Spell
3	<i>Divine Favor, Enhance Ability, Protection from Poison, Shield of Faith</i>
5	<i>Haste, Protection from Energy</i>
7	<i>Dominate Beast, Stoneskin</i>
9	<i>Destructive Wave, Insect Plague</i>

LEVEL 3: FEAT OF STRENGTH

When you or a creature within 30 feet of you fails a Strength-based D20 Test, you can expend one use of your Channel Divinity and give that roll a +10 bonus, potentially turning the failure into a success. When you use this feature to benefit another creature's D20 Test, you must take a Reaction to do so.

LEVEL 6: RHONAS' BLESSING

You can expend a use of your Channel Divinity to cast *Enhance Ability* or *Shield of Faith* rather than expending a spell slot. When you cast either spell in this way, the spell doesn't require Concentration. Instead the spell lasts for 1 minute, but it ends early if you cast that spell again, have the Incapacitated condition, or die.

LEVEL 17: AVATAR OF BATTLE

You gain Resistance to Bludgeoning, Piercing, and Slashing damage.



ZEAL DOMAIN

Rise to Overcome Every Obstacle

Hazoret is the Jackal-headed Amonkheti god of zeal. Alone after the Hour of Devastation, she is known as the God-Survivor. Hazoret's ideal of zeal encompasses powerful emotions as well as religious intensity, and her followers show their dedication, passion, and fervor through their actions. She recognizes that the best way to teach zeal is by demonstrating it.

LEVEL 3: ZEAL DOMAIN SPELLS

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Zeal Domain Spells table, you thereafter always have the listed spells prepared.

ZEAL DOMAIN SPELLS

Cleric Level	Spell
--------------	-------

3	<i>Magic Weapon, Searing Smite, Shatter, Thunderous Smite</i>
5	<i>Haste, Fireball</i>
7	<i>Fire Shield, Freedom of Movement</i>
9	<i>Destructive Wave, Flame Strike</i>

LEVEL 3: PRIEST OF ZEAL

As a Bonus Action, you can make one attack with a weapon or an Unarmed Strike. You can use this Bonus Action a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a Short or Long Rest.

LEVEL 3: CONSUMING FERVOR

When you cast a Cleric spell that deals Fire or Thunder damage, you can expend a use of your Channel Divinity to use the highest number possible for each damage die, instead of rolling the damage dice for the damage.

LEVEL 6: ZEALOUS STRIKE

Your strikes improve in the following ways.

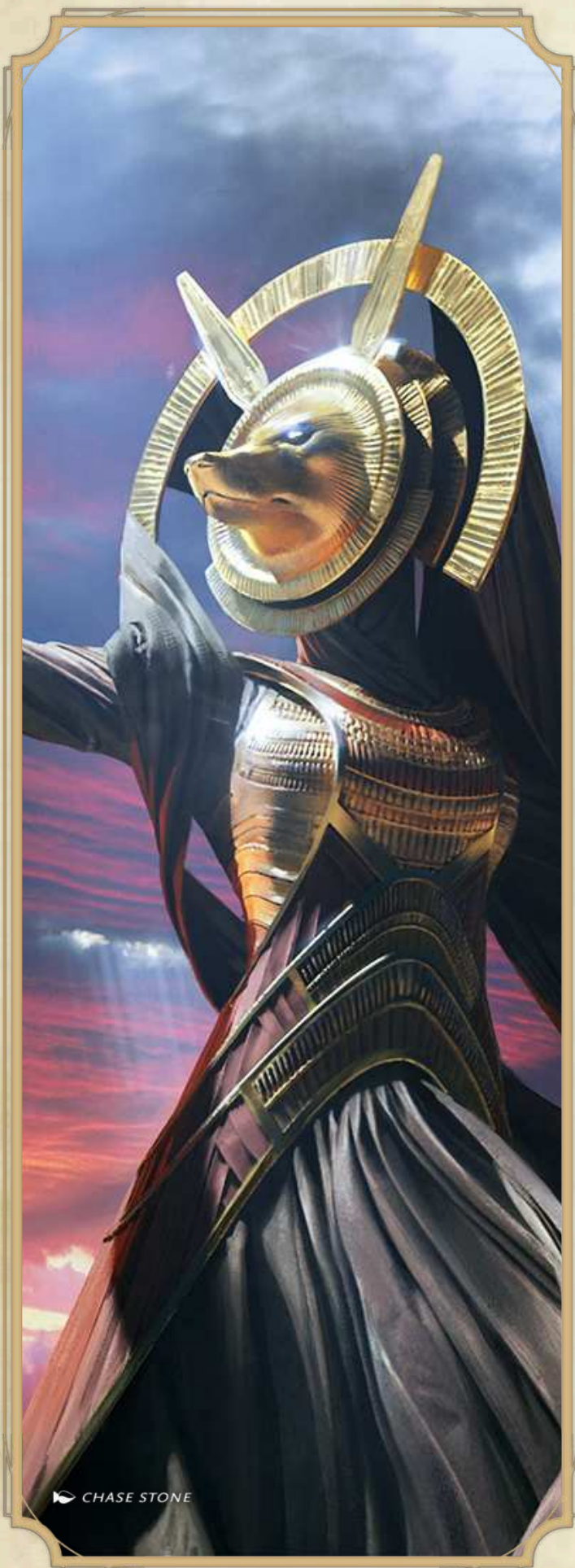
Burning Strike. When you deal Fire damage to a creature or flammable object, it starts burning.

Resounding Strike. When you deal Thunder damage to a Large or smaller creature, you can also push it up to 10 feet away from you.

LEVEL 17: BLAZE OF GLORY

When you are reduced to 0 Hit Points by an attack or spell, you can take a Reaction move up to your Speed toward the attacker or caster and make one attack against it with a weapon or an Unarmed Strike. You have Advantage on the attack. On a hit, the target takes an extra 5d10 Fire damage and an extra 5d10 Thunder damage. After making the attack, you either die outright or fall Unconscious as normal.

Once you use this feature, you can't use it again until you finish a Long Rest.



CHASE STONE

WIZARD SUBCLASS

At level 3, a Wizard gains a choice of Wizard subclass. This section presents the Necromancer subclasses.

NECROMANCER

Manipulate Life, Death, and All in Between

Your studies focus on manipulating the energy of Amonkhet's Wandering Curse. Necromancers are seen as menacing or villains on other planes, but here you are lauded as an embalmer and preserver of the honored dead.

LEVEL 3: NECROMANCY SAVANT

Choose two Wizard spells from the Necromancy school, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Necromancy school to your spellbook for free.

LEVEL 3: GRIM HARVEST

When you reduce a creature that isn't a Construct or Undead to 0 Hit Points with a level 1+ spell, you gain Temporary Hit Points equal to twice the spell's level, or three times its level if it is from the Necromancy school.

LEVEL 3: UNDEAD FAMILIAR

You always have the *Find Familiar* spell prepared. When you cast the spell, you choose one of the normal forms for your familiar or one of the following special forms: **Crawling Claw**, **Skeleton**, or **Zombie** (see the *Monster Manual* for the familiar's stat block).

LEVEL 6: UNDEAD SERVANT

You always have the *Summon Undead* spell prepared. When you cast it, the spell level in the stat block is one level higher than the spell slot's level.

You can cast *Summon Undead* spell by expending one Hit Point Die rather than expending a spell slot. Once you cast the spell in this way, you can't do so again until you finish a Long Rest.

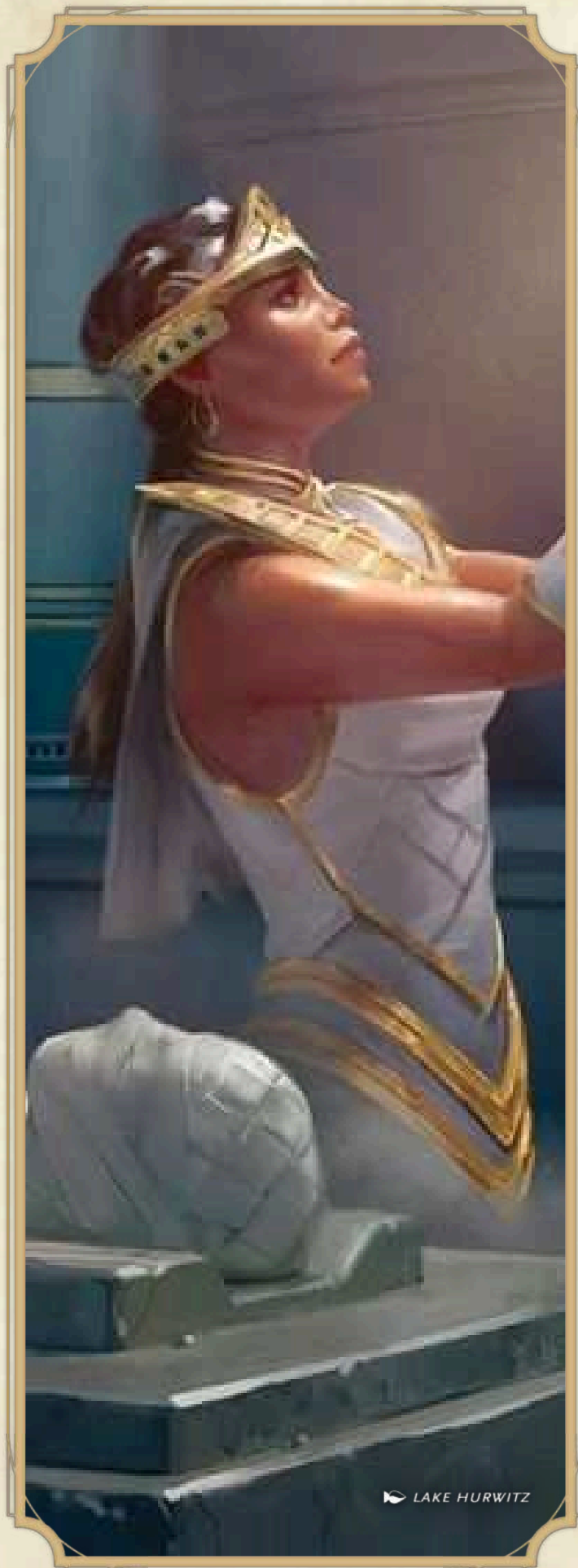
LEVEL 10: INURED TO UNDEATH

You have Resistance to Necrotic damage, Immunity to the Poisoned condition, and your Hit Point maximum can't be reduced.

LEVEL 14: UNDEAD COMPANION

When you cast *Summon Undead*, you can modify it so that it doesn't require Concentration. If you do, the spell's duration becomes 1 minute for that casting, and when summoned, the Undead has a number of Temporary Hit Points equal to your Wizard level plus your Intelligence modifier.

In addition, when you cast a spell with a range other than Self while the Undead is summoned, the spell can originate from you or the Undead.



LAKE HURWITZ

CHARACTER ORIGINS

Determining your character's origin involves choosing a background, a species, and two languages. When making those choices for a character from Amonkhet, you choose from the options presented in this chapter instead of those in the *Player's Handbook*.

CHOOSE A BACKGROUND

When you choose a background, choose from the options presented in the *Player's Handbook* or this chapter. If you're having trouble choosing a background from this chapter, the Ability Scores and Backgrounds table shows which backgrounds benefit which ability scores. Look for your class's primary ability there.

ABILITY SCORES AND BACKGROUNDS

Ability	Backgrounds
Strength	Initiate
Dexterity	Criminal, Cultist
Constitution	Criminal, Initiate
Wisdom	Initiate, Vizier
Intelligence	Criminal, Cultist, Vizier
Charisma	Cultist, Vizier

CHOOSE A SPECIES

When you choose a species, choose from the options presented in this chapter.

CHOOSE LANGUAGES

Your character knows at least three languages: Common plus two languages you roll or choose from the Standard Languages table.

STANDARD LANGUAGES

1d6	Language	Origin
—	Common	Humans
1–2	Common Sign Language	Humans
3	Aven	Aven
4	Khenra	Khenra
5	Minotaur	Minotaur
6	Naga	Naga

The Rare Languages table lists languages that are either secret or derived from other planes of existence and thus less widespread on Amonkhet. Some features let a character learn a rare language.

RARE LANGUAGES

Language	Origin
Abyssal	Demons
Celestial	Sphinxes
Druidic	Druids
Draconic	Nicol Bolas
Leonin	Leonin
Primordial*	Elementals
Thieves' Cant	Criminals

* Primordial includes the Aquan, Auran, Ignan, and Terran dialects. Creatures that know one of these dialects can communicate with those that know a different one.

BACKGROUND DESCRIPTIONS

See the *Player's Handbook* for how to read a background. Six backgrounds are presented in this section in alphabetical order:

Criminal	Engineer	Initiate
Cultist	Farmer	Vizier

CRIMINAL

Ability Scores: Dexterity, Constitution, Intelligence

Feat: Alert

Skill Proficiencies: Sleight of Hand and Stealth

Tool Proficiency: Thieves' Tools

Equipment: Choose A or B: (A) 2 Daggers, Thieves' Tools, Crowbar, 2 Pouches, Traveler's Clothes, 16 GP; or (B) 50 GP

You eked out a living in dark alleyways, cutting purses or burgling shops. Perhaps you were part of a small gang of like-minded wrongdoers who looked out for each other. Or maybe you were a lone wolf, fending for yourself against the local thieves' guild and more fearsome lawbreakers.

CULTIST

Ability Scores: Dexterity, Intelligence, Charisma

Feat: Magic Initiate (Wizard)

Skill Proficiencies: Arcana and Religion

Tool Proficiency: Disguise Kit

Equipment: Choose A or B: (A) Bell, Dagger, Disguise Kit, Lamp, Oil (2 flasks), Robe, 19 GP; or (B) 50 GP

You scarcely recall what drove you into the service of the Chitin Court. By the light of each waning moon, the Monarchs instructed you in the old gods' creed and the rudiments of the arcane arts. When you came of age, you were ordered to blend in among the nonbelievers and await whatever mission the court has in store.



ENGINEER

Ability Scores: Strength, Dexterity, Intelligence

Feat: Crafter

Skill Proficiencies: Investigation and Persuasion

Tool Proficiency: Choose one kind of Artisan's Tools

Equipment: Choose A or B: (A) Artisan's Tools (same as above), 2 Pouches, Traveler's Clothes, 32 GP; or (B) 50 GP

Amonkhet has suffered time and time again at the hands of invaders, but "loss is not the end of the journey." You joined the efforts to rebuild Amonkhet and construct memorial monuments, and have trained under a craftsman. You learned to create basic crafts of your own, and your trade has also given you a keen eye for detail.



FARMER

Ability Scores: Strength, Constitution, Wisdom

Feat: Tough

Skill Proficiencies: Animal Handling and Nature

Tool Proficiency: Carpenter's Tools

Equipment: Choose A or B: (A) Sickle, Carpenter's Tools, Healer's Kit, Iron Pot, Shovel, 30 GP; or (B) 50 GP

You grew up close to the land. Years tending animals and cultivating the earth rewarded you with patience and good health. You have a keen appreciation for nature's bounty alongside a healthy respect for nature's wrath.



PIOTR DURA

INITIATE

Ability Scores: Strength, Constitution, Wisdom

Feat: Skilled

Skill Proficiencies: Athletics and Performance

Tool Proficiency: Choose one kind of Gaming Set

Equipment: Choose A or B: (A) Spear, Shortbow, 20 Arrows, Gaming Set (same as above), Healer's Kit, Quiver, Traveler's Clothes, 14 GP; or (B) 50 GP

You are an initiate, on the path to completing the trials of the old five gods. Some combination of your natural aptitude, your crop's needs, and your teachers' assessment while you were an acolyte led you to focus your training in one particular area of specialization—but only a well-rounded initiate can be called truly worthy.



TITUS LUNTER

VIZIER

Ability Scores: Intelligence, Wisdom, Charisma

Feat: Magic Initiate (Cleric)

Skill Proficiencies: Insight and Religion

Tool Proficiency: Calligrapher's Supplies

Equipment: Choose A or B: (A) Calligrapher's Supplies, Book (prayers), Holy Symbol, Parchment (10 sheets), Robe, 8 GP; or (B) 50 GP

You devoted yourself to service in a temple. There you performed rites in honor one of the gods of Amonkhet. You served under a priest and studied religion. Thanks to your priest's instruction and your own devotion, you also learned how to channel a modicum of divine power in service to your place of worship and the people who prayed there.



SPECIES DESCRIPTIONS

See the *Player's Handbook* for how to read a species. Six species are presented in this section in alphabetical order:

Anointed	Human	Minotaur
Aven	Kenra	Naga

ANOINTED

Amonkhet's Curse of Wandering prevents the dead from staying dead. Those left to wander the desert are known as the Accursed, but those dead who are honored and carefully embalmed become the Anointed; undead mummies who retain some of their knowledge and personality. In times past, they were forced to serve the living with enchanting cartouches, but after the Phyrexian Invasion, the undead sought their freedom in exchange for allyship with the living. The loyal dead of Amonkhet have begun to raise new generations of the living in the wake of unfathomable violence. In turn, the living views the dead as wise teachers, lingering ancestors, and stoic guardians without whom the plane would wither. Nevertheless, the living and the dead both must confront and overcome generations of prejudice and subjugation.

ANOINTED TRAITS

Creature Type: Undead

Size: Medium (about 4–7 feet tall) or Small (about 2–4 feet tall), chosen when you select this species

Speed: 30 feet

As an Anointed, you have these special traits.

Ageless. You don't age and can't be aged magically.

Darkvision. You have Darkvision with a range of 60 feet.

Poison Resilience. You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition.

Rotting Fist. When you hit with your Unarmed Strike and deal damage, you can deal 1d6 plus your Strength modifier Necrotic damage instead of the normal damage of your Unarmed Strike.

Sleepless. You don't need to sleep, and magic can't put you to sleep. You can retain consciousness during a Long Rest.

Unusual Nature. You don't gain levels of Exhaustion from suffocation or forgoing food or drink.



AVEN

Aven have humanlike bodies, arms, and legs, along with birdlike wings and heads. Two distinct varieties of aven are found in Naktamun. One has the head of a hawk or similar bird of prey, with short wings allowing fast flight. The other variety has the head of an ibis atop a long neck, with wide, angular wings better suited to soaring. All aven have lean bodies with feathers extending from their heads down to their shoulders. Aven delight in flying above their foes, using their superior mobility to confound and outpace their opponents.

AVEN TRAITS

Creature Type: Humanoid

Size: Medium (about 5–6 feet tall)

Speed: 30 feet

As an Aven, you have these special traits.

Beak. When you hit with your Unarmed Strike and deal damage, you can deal Piercing damage equal to 1d6 plus your Strength modifier instead of the normal damage of an Unarmed Strike.

Flight. Because of your wings, you have a Fly Speed equal to your Speed. You can't use this Fly Speed if you're wearing Medium or Heavy armor.

Aven Ancestry. You have the head of a falcon or ibis. Choose one of the following benefits—a supernatural boon from your ancestry:

Falcon. You have proficiency in the Wisdom (Perception) skill. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across.

Ibis. You can add half your Proficiency Bonus (round down) to any Intelligence check you make that uses a skill proficiency you lack and that doesn't otherwise use your Proficiency Bonus.



HUMAN

Of the five humanoid races of Amonkhet, humans are the most diverse and adaptable. Different humans train in a wide variety of fighting styles, including those particularly favored by other races. Humans defy trends and categorization, and opponents who face a human in one-on-one combat can't know what kind of fight to expect—from the foresight and cunning often associated with Kefnet, to a ruthlessness that emulates Bontu.

As diverse as they are in most respects, the humans of Amonkhet share a drive toward perfection. However, they approach this challenge differently. Some humans specialize in a relatively narrow set of skills, while others seek to master a wide range. Humans who choose a path of specialization often piously identify with one of the five gods, and thus focus on one aspect of perfection. Other humans believe that true perfection lies in mastering all the virtues, without giving preference to any one over the others.

HUMAN TRAITS

Creature Type: Humanoid

Size: Medium (about 4–7 feet tall) or Small (about 2–4 feet tall), chosen when you select this species

Speed: 30 feet

As a Human, you have these special traits.

Resourceful You gain Heroic Inspiration whenever you finish a Long Rest.

Skillful You gain proficiency in one skill of your choice.

Versatile. You gain an Origin feat of your choice. Skilled is recommended.



KHENRA

The khenra of Amonkhet are tall and lean, with graceful bodies and heads that strongly resemble jackals. Their snouts are long and sharp, and their angular ears rise straight above their heads. Their bodies are covered in dark, sleek hair that ranges from the brown of the desert sands to ebony black. Despite their sharp teeth, they consider biting to be an uncouth and unworthy combat tactic.

Nearly every khenra is born a fraternal or identical twin, and a pair of khenra twins forms an extremely close emotional bond unknown to most other residents of Amonkhet.

KHENRA TRAITS

Creature Type: Humanoid

Size: Medium (about 4–7 feet tall)

Speed: 35 feet

As a Khenra, you have these special traits.

Bite. When you hit with your Unarmed Strike and deal damage, you can deal Piercing damage equal to 1d6 plus your Strength modifier instead of the normal damage of an Unarmed Strike.

Keen Senses. You have proficiency in the Insight, Perception, or Survival skill.

Birthright. Choose one of the following benefits—a supernatural boon from your birth:

Community. When you fail a D20 Test, you can gain a bonus to the roll equal to the number of allies you can see within 30 feet of you (maximum bonus of +3), potentially turning the failure into a success. You can use this benefit a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Solitude. You have Advantage on saving throws you make to avoid or end the Charmed or Frightened condition.



MINOTAUR

Minotaurs are powerfully built, barrel-chested humanoids with heads resembling rams. Their horns curl tightly against the sides of their heads to encircle their ears, and manes of shaggy fur—shorter in females—fall over their broad shoulders. As their appearance suggests, they combine physical strength with stubbornness, bravado, and reckless bravery. They revel in combat, especially when the odds against them seem overwhelming.

Minotaurs are rowdy, boisterous, and direct to the point of rudeness. They have no qualms about declaring what they want and defying others to keep it from them. In combat, they bellow loud challenges in defiance of their foes, and roar with laughter as they triumph.

MINOTAUR TRAITS

Creature Type: Humanoid

Size: Medium (about 6–8 feet tall)

Speed: 30 feet

As a Minotaur, you have these special traits.

Adrenaline Rush. You can take the Dash action as a Bonus Action. When you do so, you gain a number of Temporary Hit Points equal to your Proficiency Bonus.

You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Short or Long Rest.

Horns. When you hit with your Unarmed Strike and deal damage, you can deal Bludgeoning damage equal to 1d6 plus your Strength modifier instead of the normal damage of an Unarmed Strike.

Powerful Build. You have Advantage on any ability check you make to end the Grappled condition. You also count as one size larger when determining your carrying capacity.

Ram. When you hit a creature with an Unarmed Strike as part of the Attack action on your turn, you can use both the Damage and Shove options. You can use this trait only once per turn.



NAGA

Naga resemble enormous snakes with shoulders, arms, and a torso that resembles a humanoid form. They typically hold their heads and torsos off the ground while moving, but they can increase their speed by lowering their bodies and using their hands for extra propulsion. They adorn their torsos with armor, jewelry, and a vague nod toward the clothing worn by other races. Male naga have broad hoods, wider than their shoulders, while females have narrower hoods and longer faces.

Naga believe in a principle called the Sweetest Harmony, which describes a perfect balance between the body and the mind. Finding that balance, as they understand it, is a sure path to glory in the trials, since a combination of physical and mental preparation will ensure success in every trial.

NAGA TRAITS

Creature Type: Humanoid

Size: Medium (about 5 feet tall)

Speed: 30 feet

As a Naga, you have these special traits.

Bite. When you hit with your Unarmed Strike and deal damage, you can deal Poison damage equal to 1d6 plus your Strength modifier instead of the normal damage of an Unarmed Strike.

Poison Resilience. You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition.

Constrictor. When you hit a creature with an Unarmed Strike as part of the Attack action on your turn, you can use both the Damage and Grapple options. When you grapple a creature in this way, you don't need a hand free to grab it. You can use this trait only once per turn.

Shed Skin. As a Magic action, you can end one of the following conditions on yourself: Blinded, Deafened, Grappled, Paralyzed, or Restrained. Once you use this trait, you can't do so again until you finish a Long Rest.

Speed Burst. As a Bonus Action, your Speed increases by 5 feet until the end of the current turn. You can use this trait only if you have two hands free.

CHAPTER 4

FEATS

This section offers a collection of feats, which are special features not tied to a character class. If you're instructed to choose a feat, you can choose from the options presented in this section.

FEAT DESCRIPTIONS

The feats in this section are in the General category. See the *Player's Handbook* for how to read a feat. The feats are presented in alphabetical order.

IMOTTI'S BLESSING

General Feat (Prerequisite: Level 4+, Naga Species)

You gain the following benefits:

Ability Score Increase. Increase your Dexterity or Constitution score by 1, to a maximum of 20.

Secondary Arms. You gain an extra pair of arms that function like your primary arms.

LABYRINTHINE RECALL

General Feat (Prerequisite: Level 4+, Minotaur Species)

You gain the following benefits:

Ability Score Increase. Increase your Wisdom score by 1, to a maximum of 20.

Survivalist. You have Advantage on any Wisdom (Survival) check you make to navigate or track.

Internal Compass. As a Magic action, you can determine which way is magnetic north. Nothing happens if you use this benefit in a location that has no magnetic north.

LAZOTEP PLATING

General Feat (Prerequisite: Level 4+, Anointed Species)

You gain the following benefits:

Ability Score Increase. Increase your Constitution score by 1, to a maximum of 20.

Magic Resistance. You have Advantage on saving throws you make against spells.

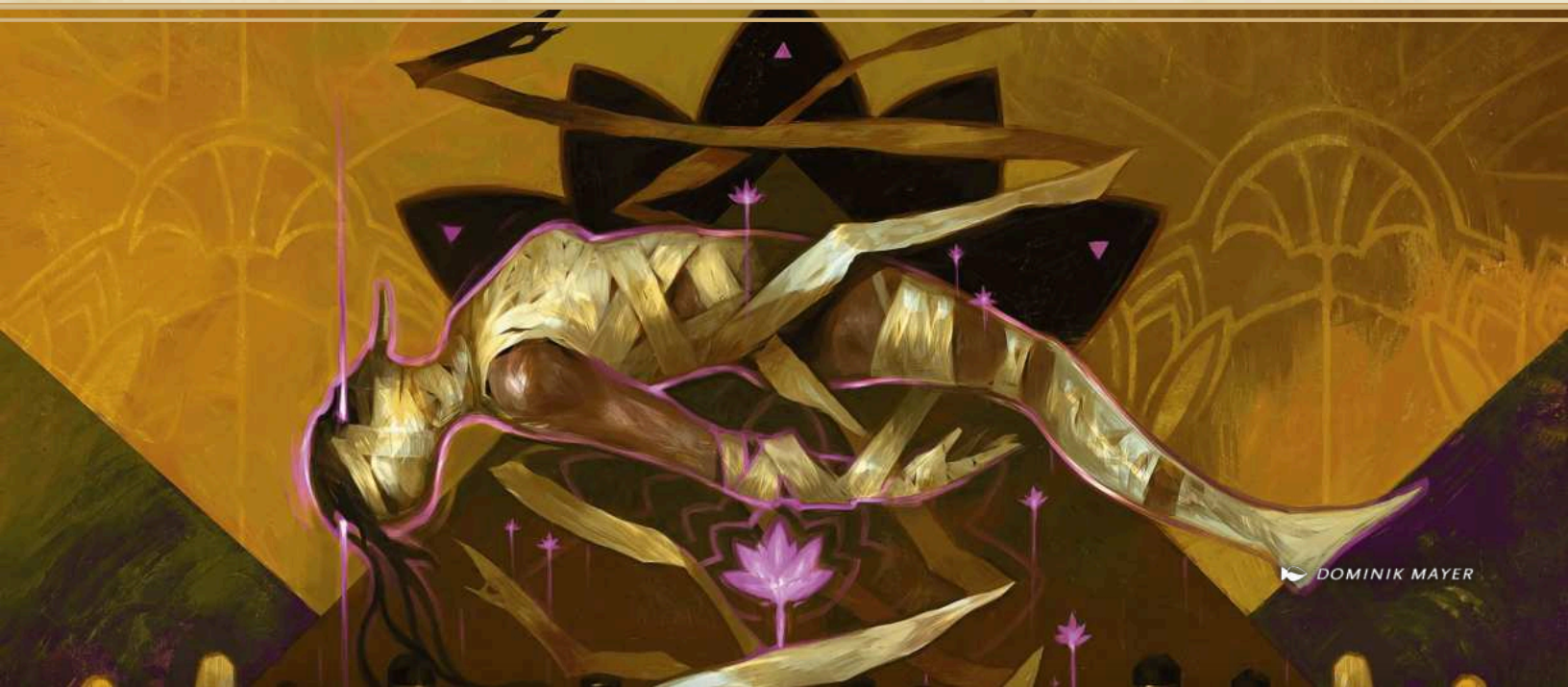
PACK TACTICS

General Feat (Prerequisite: Level 4+, Khenra Species)

You gain the following benefits:

Ability Score Increase. Increase your Wisdom score by 1, to a maximum of 20.

Advantageous Strikes. You have Advantage on attack rolls against a creature if at least one of your allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.



CHAPTER 5

EQUIPMENT

This chapter provides rules and prices for equipment that characters might purchase or find in Amonkhet. The DM lets you know if a shop has an item for sale and whether it's available at the listed price.

COINS

Gold Pieces (GP), Silver Pieces (SP), and Copper Pieces (CP) are used throughout Amonkhet. See the *Player's Handbook* for their relative value.

WEAPONS

The New Weapons table below shows additional weapons that can be found on Amonkhet.

NEW WEAPONS

Name	Damage	Properties	Mastery	Weight	Cost
<i>Simple Melee Weapons</i>					
Scythe	2d4 Slashing	Two-Handed, Reach	Topple	10 lb.	5 GP
<i>Martial Melee Weapons</i>					
Hooked Shortspear	1d4 Piercing	Light	Topple	4 lb.	2 GP
Khopesh	1d6 Slashing	Versatile (1d8)	Topple	8 lb.	20 GP
<i>Martial Ranged Weapons</i>					
Chakram	1d6 Slashing	Finesse, Light, Thrown (Range 20/60)	Vex	2 lb.	15 GP

The table lists the cost and weight of each weapon, as well as additional details. See the *Player's Handbook* for definitions on those details.

UNKNOWN WEAPONS

Muskets and Pistols are unknown on Amonkhet (along with their ammunition). At the DM's discretion, a character might be able to acquire such weapons; perhaps the character is from another plane, or a character with a high Intelligence might be able to craft a unique version of such weapons.

ARMOR

All armor from the *Player's Handbook* can be found in Amonkhet. See that book for their details.



TOOLS

All tools from the *Player's Handbook* can be found on Amonkhet. Tools unique to Amonkhet are described here in alphabetical order. If a tool in this section has the same name as a tool from the *Player's Handbook*, use the version of the tool presented in this section. See the *Player's Handbook* for how to read a tool's description.

EMBALMING TOOLS (35 GP)

Ability: Wisdom

Weight: 10 lb.

Utilize: Preserve organic material (DC 10), or mummify a corpse (DC 15)

FISHING TACKLE (1 GP)

Ability: Wisdom

Weight: 4 lb.

Utilize: Catch a Tiny edible fish that weighs 1 lb. (DC 20)

Craft: Rations

GAMING SET (VARIES)

Ability: Wisdom

Weight: —

Utilize: Discern whether someone is cheating at a game (DC 10), or win the game (DC 20)

Variants: Mancala (1 GP), Senet (5 SP)

MINER'S TOOLS (20 GP)

Ability: Wisdom

Weight: 20 lb.

Utilize: Clear your space of rubble (DC 10), or extract a valuable gemstone from natural stone (DC 20)

MUSICAL INSTRUMENT (VARIES)

Ability: Charisma

Weight: Varies

Utilize: Play a known tune (DC 10), or improvise a song (DC 15)

Variants: Drum (6 GP, 3 lb.), Cymbal (3 GP, 1 lb.), Flute (2 GP, 1 lb.), Harp (3 GP, 2 lb.), Sistrum (2 GP, 1 lb.), Tambourine (10 GP, 2 lb.)

ADVENTURING GEAR

All adventuring gear from the *Player's Handbook* can be found on Amonkhet. The Adventuring Gear table in this section includes unique gear that can be found on Amonkhet. These items are described here in alphabetical order, with an item's price appearing after its name.

ADVENTURING GEAR

Item	Weight	Cost
Arcane Focus	Varies	Varies
Bolas	1 lb.	2 GP
Clothing, Warm Weather	2 lb.	10 GP
Druidic Focus	Varies	Varies
Holy Symbol	Varies	Varies
Makeup	1/2 lb.	10 GP
Mancatcher	8 lb.	20 GP
Prosthetic Weapon	2 lb.	50 GP

ARCANE FOCUS (VARIES)

An Arcane Focus takes one of the forms in the Arcane Focuses table and is inscribed with hieroglyphs to channel arcane magic. A Sorcerer, Warlock, or Wizard can use an Arcane Focus as a Spellcasting Focus.

ARCANE FOCUSES

Focus	Weight	Cost
Amulet	1 lb.	5 GP
Bident (also a Trident)	4 lb.	10 GP
Staff (also a Quarterstaff)	4 lb.	5 GP

BOLAS (2 GP)

When you take the Attack action, you can replace one of your attacks with throwing a Bolas. Target a creature you can see within 90 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or have the Restrained condition until it escapes. The target succeeds automatically if it is Huge or larger.

To escape, the target or a creature within 5 feet of it must take an action to make a DC 10 Strength (Athletics) check, freeing the Restrained creature on a success. Destroying the Net (AC 10; 5 HP; Immunity to Bludgeoning, Poison, and Psychic damage) also frees the target, ending the effect.



CLOTHES, WARM WEATHER (2 GP)

Warm Weather Clothes are made of silk and are loose fitting. While wearing them, you automatically succeed on saving throws against extreme heat, provided you aren't wearing Medium or Heavy armor.

DRUIDIC FOCUS (VARIES)

A Druidic Focus takes one of the forms in the Druidic Focuses table and is inscribed with hieroglyphs to channel arcane magic. A Druid or Ranger can use a Druidic Focus as a Spellcasting Focus.

DRUIDIC FOCUSES

Focus	Weight	Cost
Amulet	1 lb.	5 GP
Lotus Flower	—	10 GP
Staff (also a Quarterstaff)	4 lb.	5 GP

HOLY SYMBOL (VARIES)

A Holy Symbol takes one of the forms in the Holy Symbols table and is inscribed with hieroglyphs to channel divine magic. A Cleric or Paladin can use a Holy Symbol as a Spellcasting Focus.

The table indicates whether a Holy Symbol needs to be held or borne on armor or a Shield.

HOLY SYMBOLS

Symbol	Weight	Cost
Bident (held; also a Trident)	4 lb.	10 GP
Cartouche (borne on armor or a Shield)	—	5 GP
Canopic Jar (held)	4 lb.	1 GP
Flail (held)	2 lb.	15 GP
Staff (held; also a Quarterstaff)	4 lb.	5 GP

MAKEUP (10 GP)

Makeup comes in a 4-ounce vial. Applying the makeup takes 10 minutes. For 24 hours after applying Makeup to yourself, you have Advantage on Charisma (Persuasion) checks made to influence an Indifferent Humanoid within 5 feet of you.

MANCATCHER (20 GP)

When you take the Attack action, you can replace one of your attacks with a use of a Mancatcher. Target a creature you can see within 10 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Strength modifier and Proficiency Bonus) or have the Grappled condition. The target succeeds automatically if it is Large or larger. This grapple ends early if you release the Grappled target as an action or if you use the Mancatcher again.

While the target is Grappled, you can take an action to force the target to have Prone condition.

To escape, the target or a creature within 5 feet of it must take an action to make a DC 10 Strength (Athletics) check, freeing the Grappled creature on a success.

PROSTHETIC WEAPON (50 GP)

A Prosthetic Weapon replaces a lost limb—a hand, an arm, a foot, a leg, or a similar body part. It takes one of the forms in the Prosthetic Weapons table, which determines the damage type it deals. You can detach or reattach it as a Utilize action, and it can't be removed against your will while you are alive.

When you hit with your Unarmed Strike and deal damage while the prosthetic is attached, you can deal damage equal to 1d6 plus your Strength modifier of the type determined by the prosthetic's form, instead of the normal damage of an Unarmed Strike.

PROSTHETIC WEAPONS

Weapon	Damage Type
Blade	Slashing
Spike	Piercing
Weight	Bludgeoning



MOUNTS AND VEHICLES

In addition to mounts and animals described in the *Player's Handbook*, Chariots in Amonkhet can serve as mounts using the following rules.

CHARIOTS

Chariots are especially common vehicles on Amonkhet. If there are animals to pull the chariot, it can serve as a mount.

MOUNTING AND DISMOUNTING

During your move, you can mount a chariot that is within 5 feet of you or dismount. Doing so costs 5 feet of movement.

COVER

While mounted on a chariot, you have Half Cover.

DRIVING A CHARIOT

A chariot can be driven if at least one trained creature is pulling it. Domesticated horses, mules, and similar creatures have such training.

The Initiative of each creature pulling the chariot changes to match yours when you mount it, and each creature's Speed becomes the Speed of the slowest creature pulling the chariot until you dismount it. The creatures move on your turn as you direct them, and they have only three action options during that turn: Dash, Disengage, and Dodge. Each creature must take the same action. The creatures can move and act even on the turn that you mount the chariot.

FALLING OFF

If an effect is about to move the chariot or any creatures pulling it while you're mounted, you must succeed on a DC 10 Dexterity saving throw or fall off, landing with the Prone condition in an unoccupied space within 5 feet of the chariot. You must also make the same save if you have the Prone condition while mounted on the chariot.

CHAPTER 6

SPELLS

Magic functions on Innistrad as it does in most other D&D settings. This chapter provides descriptions of unique spells used on Amonkhet. See the *Player's Handbook* for rules on casting spells and how to read a spell description.

SPELL DESCRIPTIONS

The spells are presented in alphabetical order. If a spell in this chapter has the same name as a spell from another book, use the version of the spell presented in this chapter.

Some spells appear on the Artificer spell list. The Artificer class is from *Unearthed Arcana — The Artificer*.

BASRI'S AEGIS

Level 1 Conjunction (Cleric, Druid, Paladin, Ranger)

Casting Time: Bonus Action

Range: 10 feet

Components: V, S, M (a metal rod)

Duration: Concentration, up to 1 hour

A nonmagical wall of solid stone springs into existence at a point you choose within range. The wall is 6 inches thick, 3

You create a wall of solid stone on the ground within range. You can make the wall up to 15 feet long, 4 feet high, and 6 inches thick. The wall grants cover to creatures behind it; Half Cover to Medium creatures and Three-Quarters Cover to Small creatures. A creature behind the wall has Total Cover if it has the Prone condition.

Each 5-foot-long section of the wall has AC 17 and 20 Hit Points, and it has Immunity to Poison and Psychic damage. Reducing a section to 0 Hit Points destroys it.

CAPSIZE

Level 1 Conjunction (Cleric, Druid, Paladin, Ranger)

Casting Time: Bonus Action

Range: 10 feet

Components: V, S, M (a metal rod)

Duration: Concentration, up to 1 hour

One creature you can see within range must succeed on a Dexterity saving throw or have the Prone condition.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

CENSOR

Level 2 Transmutation (Bard, Cleric, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V

Duration: 1 minute

One creature that you can see within range must succeed on a Constitution saving throw or it can't speak or cast a spell with a Verbal component for the duration. At the end of each of its turns, the target repeats the save, ending the spell on itself on a success.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 2.



CHOKER

Level 2 Necromancy (Cleric, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 90 feet

Components: V, S, M (a handkerchief tied in a knot)

Duration: Concentration, up to 1 minute

One Large or smaller creature you can see within range makes a Constitution saving throw. On a failed save, the target is suffocating for the duration and can't speak or cast a spell with a Verbal component. At the end of each of its turns, the target repeats the save, taking 1d4 Force damage on a failed save, and ending the spell on a success.

COMMIT TO MEMORY

Level 1 Divination (Artificer, Bard, Cleric, Wizard)

Casting Time: Action

Range: Touch

Components: S, M (a scrap of paper and a bit of charcoal)

Duration: Instantaneous

You memorize the image of one creature or object you touch. The target must be no larger than Medium (contained within a 5-foot Cube). You record all physical details about the target, including anything on its surface and anything it is wearing or carrying.

Illusory Projection. As a Magic action, you can create an illusory double of the target in an unoccupied space within 5 feet of you. It lasts for 1 minute, or until you dismiss it as a Bonus Action. The illusion is an exact visual replica of the target, but creatures can see through it. A creature can take the Search or Study action to examine the target as though the target were really there.

Limited Memory. You can't have more than one target memorized with this spell at a time. If you cast this spell while you have a target memorized, the original target is forgotten and the new target is memorized.

DAZE

Enchantment Cantrip (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a pinch of wool)

Duration: 1 round

One Humanoid you can see within range must succeed on a Wisdom saving throw, or that target can't take actions until the start of its next turn.

A creature that has a Challenge Rating greater than your level (or a level greater than your level if it doesn't have a Challenge Rating) automatically succeeds its save against this spell.

DETECT TREASURE

Level 1 Divination (Bard, Cleric, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Self (30-foot radius)

Components: V, S

Duration: Concentration, up to 1 hour

For the duration, you sense the location of precious metals and stones, such as coins and gems, within 30 feet of yourself. The spell is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead.

DISARM

Level 1 Evocation (Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a bit of string)

Duration: Instantaneous

Choose an object carried or held by a creature you can see within range. The creature must succeed on a Strength saving throw, or the object flies from the creature's hands to a space of your choice within 10 feet of the creature.

DUST DEVIL

Level 2 Conjuration (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a pinch of dust)

Duration: Concentration, up to 1 minute

You conjure a whirling air spirit from the Elemental Planes. It manifests in a 5-foot Cube you can see within range and lasts for the duration.

A creature that ends its turn within 5 feet of the Cube makes a Strength saving throw. On a failed save, the target takes 1d8 Bludgeoning damage and is pushed up to 10 feet away from the Cube. On a successful save, the target takes half as much damage only.

As a Bonus Action, you can move the Cube up to 30 feet along the ground. If you move the Cube over sand, dust, loose dirt, or gravel, it creates a 10-foot Emanation of debris originating from the Cube that lasts until the start of your next turn. The Emanation is Heavily Obscured.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 2.

ENTOMB

Level 3 Evocation (Druid, Cleric, Sorcerer, Wizard)

Casting Time: Action

Range: 90 feet

Components: V, M (a cube of stone scored with lines on each side)

Duration: Concentration, up to 1 minute

A 30-foot Cube-shaped tomb of stone rises from the ground, centered on 30-foot square area of dirt, sand, or stone that you can see within range. The tomb engulfs everything completely within its area and lasts for the duration.

Each creature in the tomb's area when it appears must make a Dexterity saving throw. On a failed save, a creature is trapped in the tomb. On a successful save, a creature moves to the nearest unoccupied space outside the tomb's area.

FLAME ARROWS

Level 3 Transmutation (Artificer, Druid, Ranger, Sorcerer, Wizard)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You touch a weapon that fires Ammunition, such as a Longbow, Light Crossbow, or Pistol. Until the spell ends, a target hit by a ranged attack using that weapon takes an extra 1d6 Fire damage. The spell ends early if the weapon is used to make twelve attacks.

Using a Higher-Level Spell Slot. The number of attacks that can be made with the weapon before the spell ends increases by two for each spell slot level above 3.

HEART SIGHT

Level 1 Divination (Bard, Cleric, Paladin, Sorcerer, Warlock)

Casting Time: Action

Range: Touch

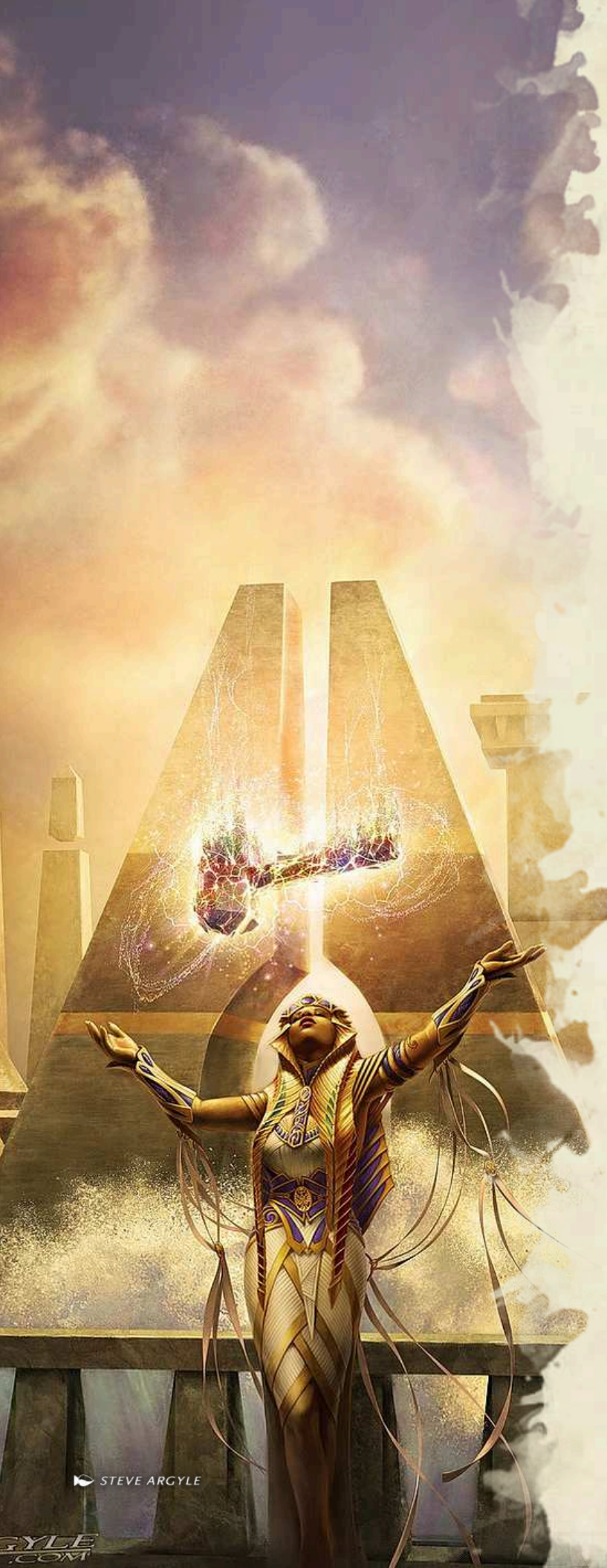
Components: S, M (a key)

Duration: Instantaneous

One creature you touch makes a Charisma saving throw. On a failed save, you learn the target's emotions and alignment.

A Celestial, Fiend, or Undead automatically fails its save against this spell.





INFESTATION

Conjuration Cantrip (Druid, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a flea)

Duration: Instantaneous

One creature you can see within range must make a Constitution saving throw. On a failed save, the target takes 1d6 Poison damage and, if its Speed is greater than 0, it moves up to 5 feet in a direction you choose that is horizontal to you without provoking Opportunity Attacks.

Cantrip Upgrade. The damage increases by 1d6 when you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

INVESTITURE OF WIND

Level 6 Transmutation (Druid, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Until the spell ends, wind whirls around you and you gain the following benefits:

Strong Wind Ranged attack rolls made against you have Disadvantage. If you are standing on sand or other loose material, all attack rolls made against you have Disadvantage.

Flying. You have a Fly Speed of 60 feet. If you're in the air when the spell ends, you fall unless you have some other means of staying aloft.

Whirlwind Burst. As a Magic action, you can create a swirling wind in a 15-foot Cube centered on a point you can see within 60 feet of yourself. Each creature in the Cube must make a Constitution saving throw. On a failed save, a creature takes 2d10 Bludgeoning damage and, if it is Large or smaller, is pushed up to 10 feet away from the Cube. On a successful save, a creature takes half as much damage only.

PUTREFY FOOD AND DRINK

Level 1 Transmutation (Artificer, Cleric, Druid, Paladin)

Casting Time: Action or Ritual

Range: 10 feet

Components: V, S

Duration: Instantaneous

You induce poison and rot in nonmagical food and drink in a 5-foot-radius Sphere centered on a point within range. A creature that consumes this food or drink has the Poisoned condition for 24 hours.

QUICKSAND

Level 3 Transmutation (Druid, Ranger, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a vial of water and a pouch of sand)

Duration: Concentration, up to 10 minutes

Choose a point on the ground that you can see within range. Until the spell ends, you cause the ground to become like quicksand in a 10-foot-radius, 10-foot-deep Cylinder centered on that point. When you cast the spell, each creature on the ground in the area sinks 1d4 feet and has the Restrained condition. A creature also sinks when it enters the spell's area. A Restrained creature that is completely submerged has Total Cover, the Blinded condition, and risks Suffocation.

As long as the Restrained creature isn't completely submerged, the Restrained creature or another creature within 5 feet of it can make a Strength (Athletics) check against your spell save DC. On a success, the Restrained creature is freed and moved to the nearest unoccupied space outside of the spell's area.

SANDBLAST

Level 6 Evocation (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: Self (60-foot Cone)

Components: V, S, M (a handful of sand from the heart of a desert)

Duration: Instantaneous

A burst of sand blasts from you in a 60-foot Cone. Each creature in the area makes a Strength saving throw. On a failed save, a creature takes 6d8 Bludgeoning damage, is pushed up to 15 feet away from you, and has the Prone condition. On a successful save, a creature takes half as much damage only.

SAMUT'S SPRINT

Level 3 Transmutation (Artificer, Bard, Druid, Ranger, Sorcerer, Warlock, Wizard)

Casting Time: Bonus Action

Range: Touch

Components: V, S, M (a piece of fulgurite)

Duration: Concentration, up to 10 minutes

You touch a willing creature. Until the spell ends, the target's Speed is doubled, and it can move along vertical surfaces and across liquids on its turn without falling during the movement.

TIDAL WAVE

Level 3 Conjuration (Druid, Sorcerer, Wizard)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a drop of water)

Duration: Instantaneous

A wave of water crashes down on an area within range. You can make the wave up to 30 feet long, 10 feet tall, and 10 feet deep. Each creature in the area must make a Dexterity saving throw. On a failed save, a creature takes 4d8 Bludgeoning damage and has the Prone condition. On a successful save, a creature takes half as much damage only. Unprotected flames in the area are extinguished.

WARDING WIND

Level 2 Evocation (Bard, Druid, Sorcerer, Wizard)

Casting Time: Action

Range: Self (10-foot Emanation)

Components: V

Duration: Concentration, up to 10 minutes

A strong wind blows around you in a 10-foot Emanation for the duration. The Emanation has the following properties:

- Creatures in the area have the Deafened condition.
- Unprotected flames in the area are extinguished.
- The area is Difficult Terrain.
- Creatures in the area have Disadvantage on attack rolls with weapons.
- Ranged attack rolls against creatures in the area have Disadvantage.

WALL OF SAND

Level 3 Evocation (Druid, Wizard)

Casting Time: Action

Range: 90 feet

Components: V, S, M (a handful of sand)

Duration: Concentration, up to 10 minutes

You create a wall of swirling sand on the ground at a point you can see within range. You can make the wall up to 30 feet long, 10 feet high, and 10 feet thick. The wall blocks line of sight and lasts for the duration.

The wall's area is Heavily Obscured. For every 1 foot a creature moves through the wall, it must spend 3 feet of movement.

COSMOLOGY

The worlds of Magic: the Gathering are part of an immense multiverse, a collection of planes each with their own unique histories and people. Almost every plane has a unique theme to explore, from the mythic odysseys of greek-inspired Theros, to the cyberpunk adventures of Japan-inspired Kamigawa. Some adventures only take place on a single plane, while other campaigns branch into the wider multiverse.

THE PLANES

The planes are the different worlds and dimensions in the MAGIC multiverse. They fall into the following categories:

Blind Eternities. The Blind Eternities is the void between planes. It is filled with the chaotic energies of aether and mana. The Edge is a plane that sits outside the rest of the multiverse and borders the Blind Eternities.

Planes. The distinct worlds of MAGIC are called planes, and are similar to the Material plane in other D&D cosmologies.

Realms. A MAGIC plane might have its own smaller worlds within it, called realms. Most planes have a mortal realm alongside a spirit realm or afterlife. Kaldheim is a plane with ten distinct realms.

Refractions. If a plane has multiple versions of itself, like a parallel universe, these are called refractions. Rabiah is a plane with 1,001 refractions. Refractions can help explain deviations from the MAGIC Story within your campaign.

PLANAR TRAVEL

When adventurers travel to other planes of existence, they undertake a legendary journey in which they might face supernatural guardians and undergo many ordeals. The nature of that journey and the trials along the way depend in part on the means of travel, such as portals or spells.

OMENPATHS

Omenpaths are portals that allow travel between the planes. They are a remnant the Phyrexian Invasion, wherein the forces of New Phyrexia invaded multiple planes. Omenpaths can vary in appearance, size, and stability. Some may even be mobile.

Traveling the omenpaths is the easiest way to move between planes, but it's far from simple. It requires careful planning and mapping of the omenpaths to prevent getting lost or stranded on an unknown plane.

OMENPATH CLASSIFICATIONS

The official Avishkari Omenpath Classification System is a simple, colloquial system that attempts to batch omenpaths into three recognizable categories:

Evergreen. Evergreen Omenpaths are stable portals that opened in the wake of the Phyrexian invasion and have not yet closed.

Deciduous. Though not permanent, Deciduous Omenpaths are considered stable in that they open and close on regular, predictable cycles.

Instanced. Instanced Omenpaths are any other Omenpaths, including those that have recently opened and are undergoing evaluations to determine their classification. They might be open for days or mere seconds.

KNOWN OMENPATHS

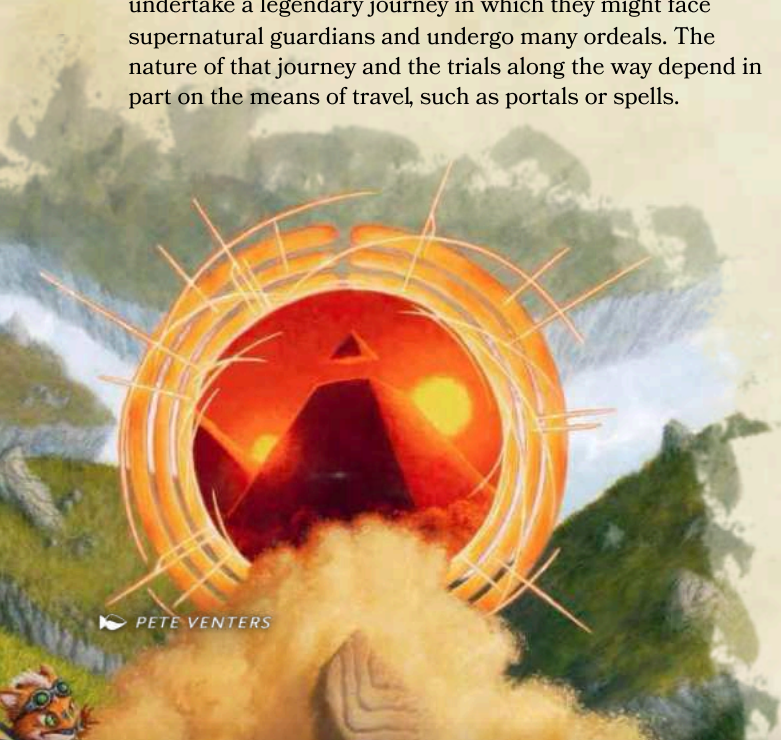
The locations and destinations of confirmed omenpaths, evergreen or deciduous, are listed in the tables below.

KNOWN EVERGREEN OMENPATHS

Destination 1	Destination 2
Amonkhet	Muraganda
Amonkhet	Ghirapur, Avishkar
Ghirapur, Avishkar	Muraganda
Eiganjo, Kamigawa	Tenth District, Ravnica

KNOWN DECIDUOUS OMENPATHS

Destination 1	Destination 2
Alacria	Ghirapur, Avishkar
Ghirapur, Avishkar	Valor's Reach, Kylem
Pachatupan Coast, Ixalan	Strixhaven, Arcavios
Omenport, Thunder Junction	Varies



PLANESWALKING

A planeswalker is a sentient, living creature that possesses a "planeswalker spark," an imprint of aether on their soul. The chances of a creature being born a planeswalker is one in a million, and fewer still ever have their spark ignited, which occurs under strong stress or emotion.

A planeswalker with an ignited spark can cast the *Plane Shift* spell on itself once per day, without expending a spell slot and without spell components.

SPELLS AND MAGIC

Spells and magic items that allow access to other planes of existence often function differently in the MAGIC multiverse.

ASTRAL PLANE

The *Astral Projection* spell and other magic that accesses the Astral Plane instead accesses the Blind Eternities.

PLANAR COMMUNICATION

The Izzet Guild from the plane of Ravnica has constructed interplanar communication relays that allow creatures to communicate across planes. See *A Guildmaster's Guide to Ravnica* for more information about Ravnica and the Izzet Guild.

PLANAR RELAY

While using a Planar Relay, a creature can take a Utilize action to speak a short message of 25 words or fewer into it and choose a destination relay on another plane. Any creature within 5 feet of the destination relay can hear the message. Typically, creatures who speak a language from one plane can't use it to communicate with creatures who speak a language of the same name from a different plane.

The Planar Relay Services table shows typical prices for using Planar Relays.

PLANAR RELAY SERVICES

Service	Cost
Communication	2 SP per word
Translation	2 CP per word

THE MULTIVERSE

Planes and realms that might be relevant to an Amonkhet adventure or campaign are described below. They are presented in alphabetical order.

ETHEREAL PLANE

Amonkhet has its own Ethereal Plane. It functions like the Border Ethereal described in the *Dungeon Master's Guide*.

THE BLIND ETERNITIES

The Blind Eternities are the void between planes, filled with chaotic energies of aether and mana. It acts as more of a doorway between planes, rather than a plane itself. It appears uniquely to every observer; some experience an endless space that feels like crushed velvet, others might see endlessly intricate layers of glass, curving and overlapping.

ASTRAL PROJECTION

A creature that isn't a planeswalker that casts *Astral Projection* can observe the Blind Eternities, but isn't physically there, and typically can't enter new planes.

INORGANICS ONLY

Though inorganic material can pass through the Blind Eternities safely, unprotected flesh vaporizes in seconds. Planeswalkers are the only living creatures that can traverse the Blind Eternities.

If a creature that isn't a planeswalker manages to access the Blind Eternities physically, they die and are disintegrated. The creature can only be revived by a *True Resurrection* or a *Wish* spell.

NAVIGATING THE BLIND ETERNITIES

A traveler in the Blind Eternities can move by simply thinking about moving, but distance has little meaning. In combat, though, a creature has a Fly Speed (in feet) equal to 5 times its Intelligence score and can hover.

DISCOVERING PLANES

A creature that explores the Blind Eternities can discover new planes; the experience of finding a new plane is as unique to each planeswalker as their perception of the Blind Eternities.

When a planeswalker casts *Plane Shift*, they typically leave an Aether Trail through the Blind Eternities. Another planeswalker that casts *Astral Projection* can follow this trail to find the destination plane.

MAGIC ITEMS

This section provides rules for magic items that can be found on Amonkhet. See the *Dungeon Master's Guide* for how to use magic items.

MAGIC ITEM DESCRIPTIONS

The magic items are listed in alphabetical order.

BANEWHIP

Weapon (Whip), Very Rare (Requires Attunement)

You gain a +3 bonus to attack rolls and damage rolls made with this magic weapon. When you hit with an attack using this weapon, it deals an extra 3d6 Poison damage.

CARTOUCHE OF TRIAL

Wondrous Item, Rare

Each cartouche is attuned to a domain of Naktamun's original five gods. While wearing the cartouche, you have Advantage on saving throws you make to avoid or end a condition, as shown in the Cartouche Domains table. You can also cast a spell from it, as shown in the table. The cartouche can't cast this spell again until the next dawn.

CARTOUCHE DOMAINS

Domain	Condition	Spell
Ambition	Charmed	<i>Vampiric Touch</i>
Knowledge	Stunned	<i>Clairvoyance</i>
Solidarity	Frightened	<i>Spirit Guardians</i>
Strength	Restrained	<i>Crusader's Mantle</i>
Zeal	Exhaustion	<i>Haste</i>

CROOK OF CONDEMNATION

Weapon (Quarterstaff), Very Rare (Requires Attunement)

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon. When you hit with a melee attack using this weapon, it deals an extra 4d8 Radiant damage, and the target has the Grappled condition (escape DC 8 plus your Strength modifier and Proficiency Bonus).

LAZOTEP ARMOR

Armor (Any), Very Rare (Requires Attunement)

While wearing this Armor, you have Advantage on saving throws against spells and other magical effects, and spell attack rolls have Disadvantage against you.

MUMMY ROT ANTIDOTE

Potion, Uncommon

Drinking this potion ends all curses that are affecting your Hit Point maximum. White dust swirls constantly within this pale gray potion.

SANDALS OF THE WASTELANDS

Wondrous Item, Uncommon (Requires Attunement)

These leather sandals are breathable and light. While wearing them, you gain the following benefits.

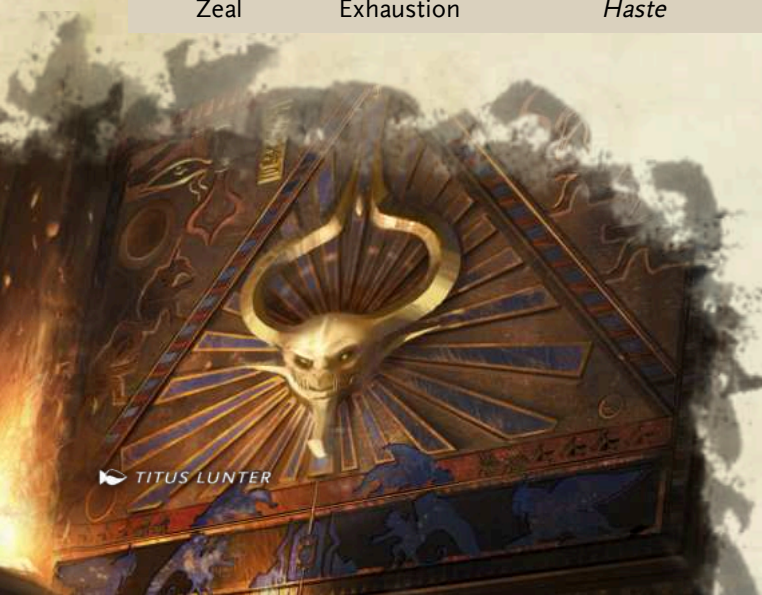
Fire Resistance. You have Resistance to Fire damage and can tolerate temperatures of 100 degrees Fahrenheit or higher without any additional protection.

Desert Strider. You ignore Difficult Terrain created by sand.

TRAVELER'S AMULET

Wondrous Item, Very Rare (Requires Attunement)

This amulet depicts the jackal head of the god Hazoret. While wearing this amulet, you can cast *Find the Path* from it. The spell fails if you are indoors or underground.



APPENDIX C

MONSTERS

This appendix provides stat blocks for monsters and npcs on Amonkhet. See the *Monster Manual* for how to read a monster's entry. The stat blocks are presented in alphabetical order.

AMMIT

Devourers of the Unworthy

Habitat: Coastal, Jungle, Swamp; **Treasure:** Arcana

Ammits are crocodilian demons that embody judgement. They are often found lurking on the banks of the Luxa far from Naktamun. In times past, they were used as challenges in the trials of the five gods. Ammits will ruthlessly hunt prey that enters their territory, but will cease fighting if their prey proves worthy. Roll on or choose a result from the Ammit Judgement table to inspire why an ammit might deem its prey worthy.

AMMIT JUDGEMENT

1d4 The Ammit's Prey Proves Worthy If It...

- 1 Makes the ammit Bloodied.
- 2 Sacrifices itself to save its allies.
- 3 Sacrifices its allies to save itself.
- 4 Continues to fight while Bloodied.

AMMIT

Huge Fiend (Demon), Unaligned

AC 14 **Initiative** -1 (9)

HP 85 (9d12 + 27)

Speed 30 ft., Swim 50 ft.

		MOD		SAVE			MOD		SAVE			MOD		SAVE
STR	21	+5		+5	DEX	9	-1		-1	CON	17	+3		+3
INT	7	-2		-2	WIS	10	+0		+0	CHA	7	-2		-2

Skills Stealth +5

Immunities Poison; Poisoned

Senses Passive Perception 10

Languages Understands Abyssal but can't speak

CR 5 (XP 1,800; PB +3)

TRAITS

Amphibious. The ammit can breathe air and water.

ACTIONS

Multiattack. The ammit makes one Bite attack and one Tail attack.

Bite. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 21 (3d10 + 5) Piercing damage, and the target has the Grappled condition (escape DC 16). While Grappled, the target has the Restrained condition.

Tail. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 14 (2d8 + 5) Bludgeoning damage. If the target is a Huge or smaller creature, it has the Prone condition.



AMONKHET DRAGONS

Dragons of Glory and Destruction

Habitat: Desert, Mountain; **Treasure:** Any

Amonkhet's dragons are fierce monsters with crocodilian heads, leathery wings, and the ability to breathe fire. Unlike the intelligent dragons of other worlds, Amonkhet's dragons are savage, dim-witted beasts. They live mostly in the remote reaches of the desert, soaring in lazy circles through the sky as they search for prey. In times past, they were hunted and put to use within the trials of the five gods—especially in the climactic battles of the final Trial of Zeal.

DRAGON LAIRS

Dragons make their lairs in smoldering, unapproachable places such as volcanic mountains, burning wastelands, and ruins they've stolen from other creatures.

The region containing a dragon's lair is warped by its presence, creating the following effects; if the dragon dies or moves its lair elsewhere, these effects end immediately:

Burning Heat. The area within 1 mile of the lair is an area of extreme heat. A burning creature or object takes an additional 1d4 Fire damage at the start of each of its turns.

Smoldering Haze. The area within 1 mile of the lair is Lightly Obscured with clouds of ash. Whenever a creature other than the dragon or one of its allies finishes a Long Rest in that area, that creature must succeed on a DC 15 Constitution saving throw or have the Poisoned condition for 1 hour.



AMONKHET DRAGON

Huge Dragon, Unaligned

AC 18 **Initiative** +12 (22)

HP 256 (19d12 + 133)

Speed 40 ft., Climb 40 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	27	+8	+8	DEX	10	+0	+6	CON	25	+7	+7
INT	6	-2	-2	WIS	13	+1	+7	CHA	10	+0	+6

Skills Perception +13, Stealth +6

Immunities Fire

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 23

Languages Understands Draconic but can't speak

CR 17 (XP 18,000, or 20,000 in lair; PB +6)

TRAITS

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast *Scorching Ray*.

Rend. *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 13 (1d10 + 8) Slashing damage plus 5 (2d4) Fire damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 21, each creature in a 60-foot Cone. *Failure:* 59 (17d6) Fire damage, and the target starts burning. *Success:* Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 20, +12 to hit with spell attacks):

At will: *Fear* (level 2 version), *Detect Magic*, *Scorching Ray*
1/day: *Fireball*

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, The dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Frightening Presence. The dragon uses Spellcasting to cast *Fear* (level 2 version). The dragon can't take this action again until the start of its next turn.

Fiery Rays. The dragon uses Spellcasting to cast *Scorching Ray*. The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.



ANGEL OF AMONKHET

Servants of the God-Pharaoh

Habitat: Any; **Treasure:** Relics

Whatever their original forms might have been, the angels of Amonkhet have been twisted into distorted reflections of Nicol Bolas. Their limbs are long and thin, with elongated shins and forearms. Their huge wings are adorned with white and black feathers. Light shines through their joints and chests as if from an internal fire, and their eyes glow with a gold or orange light.

Bolas's angels were his personal agents during the times leading to the Hour of Devastation. With Bolas long gone from the plane, many angels have disappeared; but some still patrol the desert and enact his will. Roll on or choose a result from the Angel of Amonkhet Objectives table to inspire an angel's goals.

ANGEL OF AMONKHET OBJECTIVES

1d4 The Angel of Amonkhet Seeks To...

- 1 Punish those who opposed Nicol Bolas.
- 2 Summon Nicol Bolas back to Amonkhet.
- 3 Hunt the demons of desert.
- 4 Interfere with Amonkhet's rebuilding.

ANGEL OF AMONKHET

Medium Celestial, Lawful Neutral

AC 17 **Initiative** +4 (14)
HP 136 (16d8 + 64)
Speed 30 ft., Fly 90 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	DEX	18	+4	+4	CON	18	+4	+4
INT	17	+3	+3	WIS	20	+5	+9	CHA	20	+5	+9

Skills Insight +9, Perception +9

Resistances Bludgeoning, Piercing, Radiant, Slashing

Immunities Charmed, Exhaustion, Frightened

Senses Darkvision 120 ft., Passive Perception 19

Languages Draconic, Telepathy 120 ft.

CR 10 (XP 5,900; PB +4)

TRAITS

Magic Resistance. The angel has Advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The angel makes two Divine Crook attacks.

Divine Crook. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 7 (1d6 + 4) Bludgeoning damage plus 18 (4d8) Radiant damage, and the target has the Grappled condition (escape DC 17). While Grappled, the target has the Restrained condition.

Spellcasting. The angel casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 17):

At Will: *Thaumaturgy, Zone of Truth*

2/Day Each: *Cure Wounds, Entomb* (see chapter 6), *Lesser Restoration*



ANOINTED

Small or Medium Undead, Neutral

AC 11

Initiative +0 (10)

HP 58 (9d8 + 18)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	DEX	10	+0	+0	CON	15	+2	+2
INT	10	+0	+0	WIS	12	+1	+3	CHA	12	+1	+1

Vulnerabilities Fire

Immunities Necrotic, Poison; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Darkvision 60 ft., Passive Perception 11

Languages Common plus two other languages

CR 3 (XP 700; PB +2)

ACTIONS

Multiattack. The anointed makes two Embalmed Fist attacks and uses Dreadful Glare.

Embalmed Fist. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (1d10 + 3) Bludgeoning damage plus 10 (3d6) Radiant damage.

Dreadful Glare. *Wisdom Saving Throw:* DC 11, one creature the anointed can see within 60 feet. *Failure:* The target has the Frightened condition until the end of the anointed's next turn. *Success:* The target is immune to this anointed's Dreadful Glare for 24 hours.

ANOINTED

The Honored Undead

Habitat: Desert, Urban; **Treasure:** Individual

Amonkhet's Curse of Wandering prevents the dead from staying dead. Those left to wander the desert are known as the Accursed, but those dead who are honored and carefully embalmend become the Anointed; undead mummies who retain some of their knowledge and personality. In times past, they were forced to serve the living with enchanting cartouches, but after the Phyrexian Invasion, the undead sought their freedom in exchange for allyship with the living. The loyal dead of Amonkhet have begun to raise new generations of the living in the wake of unfathomable violence. In turn, the living views the dead as wise teachers, lingering ancestors, and stoic guardians without whom the plane would wither. Nevertheless, the living and the dead both must confront and overcome generations of prejudice and subjugation.



ARCHFIEND OF IFNIR

Demons of the Desert and Betrayal

Habitat: Desert; **Treasure:** Relics

Deep in the desert, far from the protection and safety of Naktamun, lies a place called Ifnir, the Demons' Nest. The people of Amonkhet believe that the God-Pharaoh banished all the demons of this plane to the desolation of Ifnir as punishment when they rose up in rebellion against him. These demons bear some resemblance to Bolas, with long limbs and tails, huge wings, and gaunt bodies adorned with horns and blades. Through both brute force and cunning, archfiends compel cultists and weaker demons to serve them.

Many archfiends view themselves as prospective demon lords and seek to conquer Naktamun and other inhabited lands. They often use promises of fiendish magic or Abyssal alliances to tempt ambitious mortals into ruinous pacts. Should they run out of patience, archfiends conjure visions of Ifnir and other nightmares to terrorize others into obeying.

ARCHFIEND OF IFNIR

Large Fiend (Demon), Chaotic Evil

AC 18 **Initiative** +5 (15)

HP 184 (16d10 + 96)

Speed 20 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	21	+5	+5	DEX	10	+0	+0	CON	22	+6	+11
INT	19	+4	+9	WIS	12	+1	+6	CHA	15	+2	+7

Resistances Cold, Fire, Lightning

Immunities Poison; Frightened, Poisoned

Senses Truesight 120 ft., Passive Perception 11

Languages Abyssal; telepathy 120 ft.

CR 13 (XP 10,000; PB +5)

TRAITS

Demonic Restoration. If the archfiend dies outside Ifnir, its body dissolves into ichor, and it gains a new body instantly, reviving with all its Hit Points somewhere in Ifnir.

Magic Resistance. The archfiend has Advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The archfiend makes three Rend attacks.

Rend. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 16 (2d10 + 5) Slashing damage plus 11 (2d10) Force damage.

Teleport. The archfiend teleports up to 120 feet to an unoccupied space it can see.

BONUS ACTIONS

Terrify (Recharge 5–6). The archfiend casts *Fear*, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 15).

REACTIONS

Pursuit. *Trigger:* Another creature the archfiend can see ends its move within 120 feet of the archfiend.

Response: The archfiend uses Teleport, but its destination space must be within 10 feet of the triggering creature.

BLOODWATER ENTITY

Large Elemental, Chaotic Evil

AC 14 **Initiative** +2 (12)

HP 114 (12d10 + 48)

Speed 30 ft., Swim 90 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	18	+4 +4	DEX	14	+2 +2	CON	18	+4 +4
INT	5	-3 -3	WIS	10	+0 +0	CHA	8	-1 -1

Resistances Acid, Fire, Necrotic

Immunities Poison; Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 ft., Passive Perception 10

Languages Abyssal, Primordial (Aquan)

CR 5 (XP 1,800; PB +3)

TRAITS

Freeze. If the entity takes Cold damage, its Speed decreases by 20 feet until the end of its next turn.

Bloodwater Form. The entity can enter an enemy's space and stop there. It can move through a space as narrow as 1 inch without it counting as Difficult Terrain.

ACTIONS

Multiattack. The entity makes two Slam attacks.

Slam. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Bludgeoning damage. If the target is a Medium or smaller creature, it has the Prone condition.

Blood Boil (Recharge 5–6). *Constitution Saving Throw:* DC 15, each creature in a 20-foot Emanation originating from the entity. *Failure:* 22 (4d8 + 4) Necrotic damage. If the target isn't a Construct or Undead, it has the Incapacitated condition. While Incapacitated, the target is suffocating and takes 9 (2d8) Necrotic damage at the start of each of the entity's turns. At the end of each of its turns, an Incapacitated target repeats the save, ending the effect on itself on a success. After 1 minute, it succeeds automatically. *Success:* Half damage only.

BLOODWATER ENTITY

Infernally Corrupted Spirit of the River

Habitat: Coastal, Swamp, Underwater; **Treasure:** None

To begin the Hour of Devastation, the demon Razaketh bled into the mouth of the Luxa River, causing the entire river to become infernal blood. Bloodwater entities are water elementals that have been corrupted by this demonic ichor. They are chaotically aggressive and attack any who venture near their waters, especially those with an affinity for magic.

The bodies of bloodwater entities can be shaped at will, but many choose forms reminiscent of creatures they have seen. Roll on or choose a result from the Bloodwater Entity Shape table to inspire a bloodwater entity's appearance.

BLOODWATER ENTITY SHAPE

1d4 The Bloodwater Entity Appears As...

- | | |
|---|-------------------------|
| 1 | An Amonkhet dragon. |
| 2 | An Archfiend of Ifnir. |
| 3 | A rough Humanoid shape. |
| 4 | A river serpent. |



CERODON

Rampaging Ferocious Beasts

Habitat: Desert, Mountain; **Treasure:** None

Cerodons are sometimes mistaken for herbivores because of their resemblance to bulls, but they are never mistaken for harmless. They stand over thirty feet tall at the shoulder, and their heads are crowned with enormous horns that jut forward from the nose, then extend backward almost the entire length of their bodies. The horn structure resembles a sandstone cliff, and a cerodon can use it to ruin buildings or monuments with a minimum of effort. Cerodons are extremely aggressive, and attack intruders into their territory.

CERODON

Huge Beast, Unaligned

AC 13

Initiative –1 (9)

HP 126 (11d12 + 55)

Speed 40 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	24	+7	+7	DEX	9	-1	-1	CON	21	+5	+5												
INT	3	-4	-4	WIS	11	+0	+0	CHA	6	-2	-2												

Senses Passive Perception 10

Languages None

CR 6 (XP 2,300; PB +3)

TRAITS

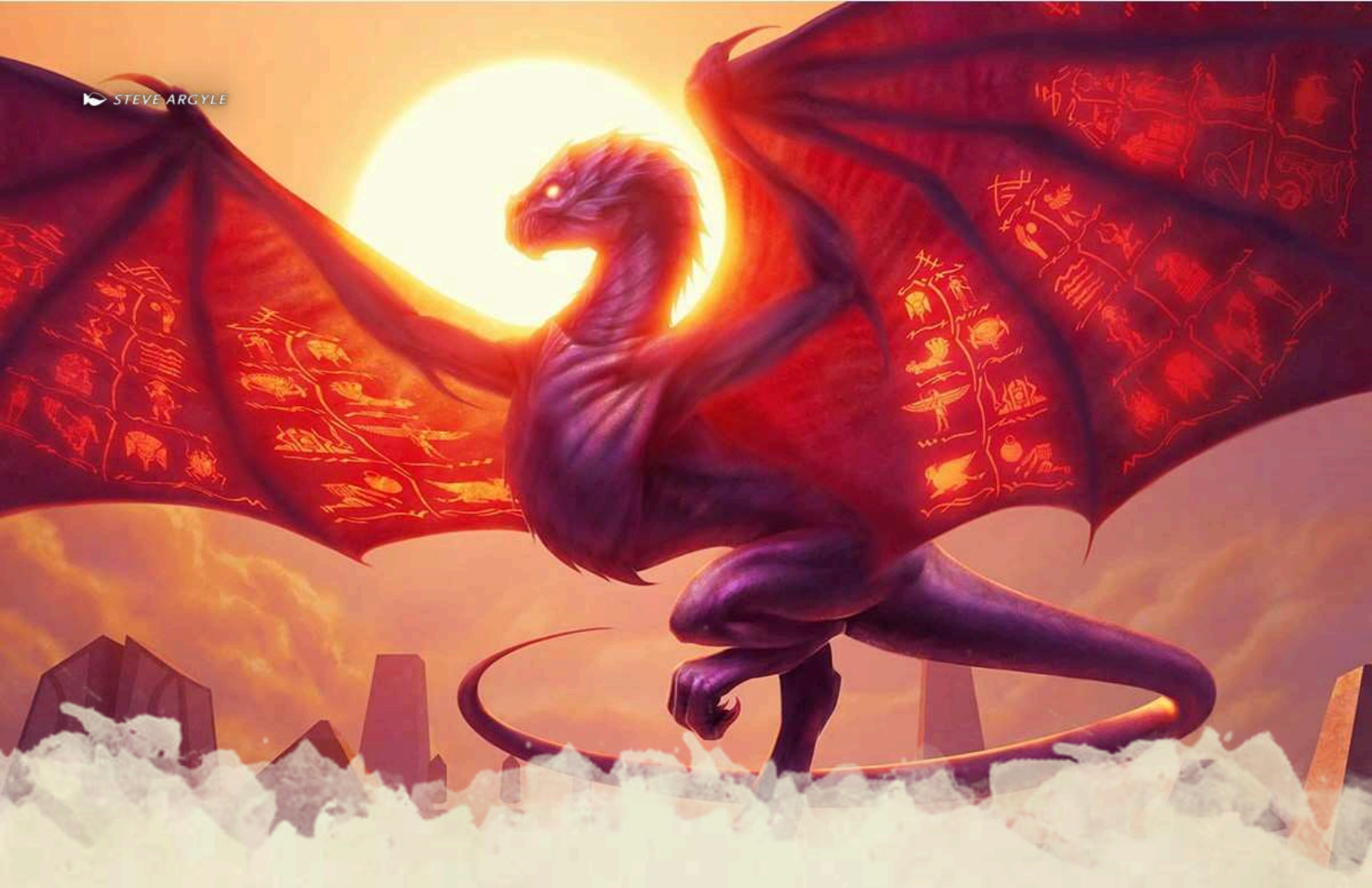
Siege Monster. The cerodon deals double damage to objects and structures.

ACTIONS

Ram. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 25 (4d8 + 7) Bludgeoning damage. If the cerodon moved 20+ feet straight toward the target immediately before the hit, the target has the Prone condition.

BONUS ACTIONS

Stomp. *Dexterity Saving Throw:* DC 18, one creature within 5 feet that has the Prone condition. *Failure:* 29 (4d10 + 7) Bludgeoning damage. *Success:* Half damage.



DRAKE

Large Dragon, Unaligned

AC 13

Initiative +2 (12)

HP 26 (4d10 + 4)

Speed 10 ft., Fly 80 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	16	+3 +3	DEX	17	+3 +3	CON	13	+1 +1
INT	8	-1 -1	WIS	14	+2 +2	CHA	5	-3 -3

Skills Perception +6

Senses Passive Perception 16

Languages Understands Draconic but can't speak

CR 1 (XP 200; PB +2)

TRAITS

Flyby. The drake doesn't provoke Opportunity Attacks when it flies out of an enemy's reach.

ACTIONS

Multiattack. The drake makes two Rend attacks.

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (2d4 + 3) Piercing damage.

DRAKE

Draconic Hunter and Curious Collector

Habitat: Coastal, Desert, Mountain; **Treasure:** Any

Drakes are similar to dragons, though they lack any ability to breathe fire and have only two legs in addition to their huge wings. They are less aggressive than dragons, and possibly slightly more intelligent. They are drawn by the glint of lazotep in mines, the shine of gold in Naktamun, and the glimmer of the sun on the water of the Luxa river. They also like to perch on obelisks and other spires on city buildings. Roll on or choose a result from the Drake Nests table to inspire where a drake might roost.

DRAKE NESTS

1d4 The Drake Makes Its Nest In...

- 1 An abandoned lazotep mine.
- 2 The top of a monument in Naktamun.
- 3 A ruin in the desert lands.
- 4 The tallest tree in an oasis.

ETERNALS

Lazotep-Plated Undead Warriors

Habitat: Desert, Urban; **Treasure:** Armaments

The Eternals are undead soldiers—individually fearsome, and terrifying as they march in endless ranks. They are embalmed in layers of lazotep, which preserves their skills and the accomplishments they achieved in life. Though Nicol Bolas used these soldiers in his undead army, the Dreadhorde, some eternals have been spotted by scouts in the Broken Lands, indicating that the practice of eternalization may predate Nicol Bolas' arrival on the plane and eternals may lurk in unseen parts of the desert.

ETERNAL VIZIER

Small or Medium Undead (Cleric), Neutral Evil

AC 13 **Initiative** +3 (13)

HP 44 (8d8 + 8)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	8	−1	−1	DEX	16	+3	+3	CON	12	+1	+1
INT	10	+0	+0	WIS	16	+3	+3	CHA	15	+2	+2

Skills Perception +3, Stealth +4

Resistances Necrotic

Immunities Poison; Charmed, Frightened, Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 13

Languages Common plus two other languages

CR 3 (XP 700; PB +2)

TRAITS

Magic Resistance. The eternal has Advantage on saving throws against spells and other magical effects.

Training. The eternal has proficiency in one skill of the DM's choice and has Advantage whenever it makes an ability check using that skill.

ACTIONS

Multiattack. The eternal makes two Divine Staff attacks. It can replace one attack with a use of Spellcasting.

Lazotep Staff. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 60 ft. *Hit:* 12 (2d8 + 3) Necrotic damage.

Spellcasting. The eternal casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13):

At Will: *Thaumaturgy*

1/Day Each: *Blindness/Deafness, Command, Sanctuary*

REACTIONS

Shield (1/Day). The eternal casts *Shield* in response to that spell's trigger, using the same spellcasting ability as Spellcasting.

ETERNAL WARRIOR

Small or Medium Undead, Neutral Evil

AC 15 **Initiative** +4 (14)

HP 75 (10d8 + 30)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	DEX	14	+2	+2	CON	16	+3	+3
INT	10	+0	+0	WIS	13	+1	+1	CHA	15	+2	+2

Skills Perception +3, Stealth +4

Resistances Necrotic

Immunities Poison; Charmed, Frightened, Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 13

Languages Common plus one other language

CR 3 (XP 700; PB +2)

TRAITS

Magic Resistance. The eternal has Advantage on saving throws against spells and other magical effects.

Training. The eternal has proficiency in one skill of the DM's choice and has Advantage whenever it makes an ability check using that skill.

ACTIONS

Multiattack. The eternal makes two Lazotep Spear attacks.

Lazotep Spear. *Melee or Ranged Attack Roll:* +4, reach 5 ft. or range 20/60 ft. *Hit:* 6 (1d8 + 2) Slashing damage plus 4 (1d8) Necrotic damage.





GRIM STRIDER

Large Aberration, Chaotic Evil

AC 12 Initiative +1 (11)

HP 51 (6d10 + 18)

Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	DEX	13	+1	+1	CON	16	+3	+3
INT	8	-1	-1	WIS	12	+1	+1	CHA	7	-2	-2

Skills Perception +5, Stealth +5

Resistances Fire

Senses Darkvision 60 ft., Passive Perception 15

Languages Understands Common and Draconic but can't speak

CR 3 (XP 700; PB +2)

ACTIONS

Draining Touch. Melee Attack Roll: +6, reach 10 ft. Hit: 21 (5d6 + 4) Necrotic damage.

BONUS ACTIONS

Cold Gaze. Constitution Saving Throw: DC 13, one creature the strider can see within 30 feet that doesn't have the Blinded condition. Failure: 5 (2d4) Psychic damage, and the target has the Frightened condition until the start of the strider's next turn. While Frightened, the target has the Paralyzed condition. Success: The target is immune to the Cold Gaze of all striders for 1 hour.

GRIM STRIDER

Stalking Horrors of the Broken Lands

Habitat: Desert; **Treasure:** Relics

Grim Striders are so named for their slow gait, menacingly and unwaveringly crossing otherwise empty deserts in search of prey. Their touch withers and drains creatures of life, leaving only an empty husk to be claimed by the Curse of Wandering. In addition to their draining touch, grim striders can magically paralyze anyone that gazes upon the eye rune in the center of its face. The origin and goals of these desert horrors is completely unknown to the denizens of Amonkhet; myths and legends about them are far more common than actual sightings.

Grim striders eternally wander the deserts of Amonkhet. Roll on or choose a result from the Grim Strider Explorations table to inspire why the striders wander.

GRIM STRIDER EXPLORATIONS

1d4 Grim Striders Wander Because They Are...

- 1 The larval stage of an interplanar horror and require certain conditions to reproduce.
- 2 Seeking to escape some catastrophe or terror lurking in the desert.
- 3 Vestiges of an ancient evil that will return if grim striders collectively drain enough creatures.
- 4 Without souls, but convinced they can attain souls by draining certain beings.



HEART-PIERCER MANTICORE

Scorpion-Tailed Leonine People-Eater

Habitat: Desert, Mountain; **Treasure:** Any

Heart-Piercer manticores are catlike creatures with feline bodies, tails like those of scorpions, and chitinous plates on their lower legs and feet. The venom of their tail stingers is the most virulent poison known on Amonkhet, and they can sting with lightning speed even while tearing at a foe with claws and teeth. In times past they were used in the Trial of Zeal, where they granted glorified deaths to many initiates. In the wild, manticore often lair in ancient ruins, and some powerful individuals use manticores to guard their riches.

HEART-PIERCER MANTICORE

Large Monstrosity, Chaotic Evil

AC 15

Initiative +2 (12)

HP 136 (16d10 + 48)

Speed 50 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	19	+4	+4	DEX	14	+2	+2	CON	16	+3	+3	INT	5	-3	-3	WIS	12	+1	+1	CHA	6	-2	-2

Skills Perception +4

Senses Darkvision 60 ft., Passive Perception 14

Languages None

CR 5 (XP 1,800; PB +3)

ACTIONS

Multiattack. The manticore makes one Rend attack and one Stinger attack.

Rend. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Slashing damage.

Stinger. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 11 (2d6 + 4) Piercing damage plus 14 (4d6) Poison damage.



HIPPOPOTAMUS

Huge Beast, Unaligned

AC 12 **Initiative** -1 (9)

HP 76 (8d12 + 24)

Speed 40 ft., Swim 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	22	+6 +6	DEX	9	-1 -1	CON	17	+3 +3
INT	3	-4 -4	WIS	11	+0 +0	CHA	6	-2 -2

Senses Passive Perception 10

Languages None

CR 4 (XP 1,100; PB +2)

TRAITS

Hold Breath. The hippopotamus can hold its breath for 10 minutes.

ACTIONS

Multiattack. The hippopotamus makes two Bite attacks.

Bite. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 9 (1d8 + 5) Piercing damage. If the target is a Huge or smaller creature and the hippopotamus moved 20+ feet straight toward it immediately before the hit, the target has the Prone condition.

BONUS ACTIONS

Stomp. *Dexterity Saving Throw:* DC 16, one creature within 5 feet that has the Prone condition. *Failure:* 22 (3d10 + 6) Bludgeoning damage. *Success:* Half damage.

HIPPOPOTAMUS

Mighty Beasts of the Luxa

Habitat: Coastal, Jungle, Swamp; **Treasure:** None

The hippopotamus is a deadly, water-dwelling animal often mistaken for a peaceful herbivore. The hippos of Amonkhet are even more aggressive than their counterparts on other planes, and bear distinctively curved horns and teeth; useful for tearing apart their prey. They mostly live on the banks of the Luxa River, and are often looked at as embodiments of the strength, revered by viziers of Rhonas and Sab-Sunen.



KUDU

Ornery Horned Beasts

Habitat: Jungle; **Treasure:** None

The kudu is a rare ungulate animal, closely related to the antelope, found in the oases regions of Amonkhet. They are also prized animals in Rhonas' monument, which houses a menagerie of creatures and was once used in the Trial of Strength. The kudu's horns form a unique, curved shape reminiscent of Nicol Bolas' horns. Some believe this is evidence of the God-Pharaoh's influence and seek to hunt kudu to extinction in retribution, but Rhonas' viziers believe that the kudu is a simple, if aggressively territorial beast.

KUDU

Medium Beast, Unaligned

AC 10

HP 11 (2d8 + 2)

Speed 50 ft.

Initiative +0 (10)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	DEX	10	+0	+0	CON	12	+1	+1
INT	2	-4	-4	WIS	11	+0	+0	CHA	6	-2	-2

Skills Perception +2

Senses Passive Perception 12

Languages None

CR 1/4 (XP 50; PB +2)

ACTIONS

Ram. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Bludgeoning damage. If the target is a Medium or smaller creature and the kudu moved 20+ feet straight toward it immediately before the hit, the target takes an extra 3 (1d6) Bludgeoning damage and has the Prone condition.

MAGMAROTH

Large Elemental, Chaotic Evil

AC 17

Initiative +2 (12)

HP 147 (14d10 + 70)

Speed 30 ft., Burrow 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	20	+5 +5	DEX	8	-1 -1	CON	20	+5 +5
INT	6	-2 -2	WIS	10	+0 +0	CHA	7	-2 -2

Vulnerabilities Cold

Resistances Fire

Immunities Poison; Exhaustion, Paralyzed, Petrified, Poisoned, Unconscious

Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Perception 10

Languages Primordial (Ignan, Terran)

CR 5 (XP 1,800; PB +3)

TRAITS

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Fire Aura. At the end of each of the elemental's turns, each creature in a 10-foot Emanation originating from the elemental takes 2 (1d4) Fire damage. Creatures and flammable objects in the Emanation start burning.

Siege Monster. The elemental deals double damage to objects and structures.

ACTIONS

Multiattack. The elemental makes two Molten Slam attacks.

Molten Slam. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 9 (1d8 + 5) Bludgeoning damage plus 4 (1d8) Fire damage. If the target is a creature or a flammable object, it starts burning.

MAGMAROTH

Primal Spirit of Magma and Lava

Habitat: Desert, Mountain; **Treasure:** None

When spirits of the Elemental Plane of Fire inhabit rocks and stone, magmaroths arise. These beings possess powerful the features of earth elementals, with molten rock burning beneath their stony skin. Unable to be tamed, magmaroths hunt organic creatures, feasting on their energy by burning their flesh. Magmaroths appeared on Amonkhet after the Hour of Devastation, and many believe they are the result of Nicol Bolas' meddling with the nature of the plane.

Magmaroths manifest in different shapes and forms. Roll on or choose a result from the Magmaroth Shape table to inspire a magmaroth's appearance.

MAGMAROTH SHAPE

1d4 The Magmaroth Resembles...

- 1 A rough Humanoid shape.
- 2 A fanged wolf.
- 3 A spindly spider.
- 4 A clawed insect.



MOLOCH

Prickly Sand Lizards

Habitat: Desert, Mountain; **Treasure:** None

When survivors of the Hour of Devastation fled Naktamun for the desert, they stumbled into the territory of the molochs; giant, spine-covered reptiles. These lizards are fiercely territorial, and hunt by lying in wait under the sand for their prey to trample overhead.

MOLOCH

Large Beast, Unaligned

AC 12

Initiative +5 (15)

HP 19 (3d10 + 3)

Speed 30 ft. Burrow 10 ft., Climb 30 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	15	+2	+2	DEX	12	+1	+1	CON	13	+1	+1	INT	2	-4	-4	WIS	10	+0	+0	CHA	5	-3	-3

Skills Stealth +3

Senses Darkvision 60 ft., Passive Perception 10

Languages None

CR 1/4 (XP 50; PB +2)

TRAITS

Spider Climb. The moloch can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Spined Hide. At the start of each of its turns, the moloch deals 2 (1d4) Piercing damage to any creature it is grappling or any creature grappling it.

ACTIONS

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Piercing damage.



MONARCH OF THE DEAD

Deathless Rulers with Ageless Ambitions

Habitat: Desert, Swamp, Urban; **Treasure:** Relics

The monarchs of the dead are a vast and uncountable legion of undead kings, queens, and emperors who hail from the high and early epochs before Bolas' reign, having languished in sealed tombs for uncountable eons. They reign over the restless dead on Amonkhet and do not care to work alongside the living. Though their numbers dwarf the living population of Naktamun, they have not yet been able to present a united front to threaten the city. These competing monarchs war between themselves across the Broken Lands, fighting to determine who amongst them is the de facto ruler of Amonkhet. The one constant they share is that nearly all of them swear loyalty to the insectoid gods of Chitin Court, Amonkhet's ancient pantheon.

MONARCH OF THE DEAD HEARTS

The monarchs of the dead are created through an ancient embalming ritual, similar to the one used to create Anointed. The heart of the monarch is removed and wrapped in cloth. This organ anchors the monarch's spirit and mind to Amonkhet and preserves it should the monarch's body be destroyed. A monarch can be slain only if its heart is burned. As such, a monarch goes to great lengths to hide and protect its heart.

MONARCH OF THE DEAD LAIRS

Monarchs of the dead rule over the ruins of their ancient kingdoms, deep in the deserts of the Broken Lands.

The region containing a monarch of the dead's lair is warped by its presence, creating the following effects; If the monarch is destroyed or moves its lair elsewhere, these effects end immediately. The effects resume if the monarch gains a new body (see its Undead Restoration trait):

Magic Suppression. Whenever a creature other than the monarch or one of its allies casts a spell of level 4 or lower while within 1 mile of the lair, the creature makes a DC 16 Constitution saving throw. On a failed save, the creature takes 1d6 Necrotic damage and the spell dissipates with no effect, and the action, Bonus Action, or Reaction used to cast the spell is wasted, but any resources used to cast it aren't expended.

Putrefying Presence. Water within 1 mile of the lair instantly evaporates. Other food and drink within 1 mile of the lair instantly putrefies. A creature that consumes putrefied food or drink has the Poisoned condition for 24 hours.

MONARCH OF THE DEAD

Small or Medium Undead (Cleric), Lawful Evil

AC 17 **Initiative** +10 (20)
HP 187 (25d8 + 75)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	DEX	10	+0	+0	CON	17	+3	+3
INT	11	+0	+5	WIS	19	+4	+9	CHA	16	+3	+3

Skills History +5, Perception +9, Religion +5

Vulnerabilities Fire

Immunities Necrotic, Poison; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Truesight 60 ft., Passive Perception 19

Languages Common plus three other languages

CR 15 (XP 13,000; PB +5)

TRAITS

Legendary Resistance (3/Day, or 4/Day in Lair). If the monarch fails a saving throw, it can choose to succeed instead.

Magic Resistance. The monarch has Advantage on saving throws against spells and other magical effects.

Undead Restoration. If destroyed, the monarch gains a new body in 24 hours if its heart is intact, reviving with all its Hit Points. The new body appears in an unoccupied space within the monarch's lair. The heart is a Tiny object that has AC 17, HP 10, and Immunity to all damage except Fire.

ACTIONS

Multiattack. The monarch makes one Rotting Fist or Necrotic Bolt attack, and it uses Dreadful Glare.

Rotting Fist. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 15 (2d10 + 4) Bludgeoning damage plus 10 (3d6) Necrotic damage. If the target is a creature, it is cursed. While cursed, the target can't regain Hit Points, it gains no benefit from finishing a Long Rest, and its Hit Point maximum decreases by 10 (3d6) every 24 hours that elapse. A creature dies and turns to dust if reduced to 0 Hit Points by this attack.

Necrotic Bolt. *Ranged Attack Roll:* +9, range 60 ft. *Hit:* 25 (6d6 + 4) Necrotic damage.

Dreadful Glare. *Wisdom Saving Throw:* DC 17, one creature the monarch can see within 60 feet. *Failure:* 25 (6d6 + 4) Psychic damage, and the target has the Paralyzed condition until the end of the monarch's next turn.

Spellcasting. The monarch casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 17):

At Will: *Dispel Magic, Thaumaturgy*

1/Day Each: *Animate Dead, Giant Insect, Insect Plague* (level 7 version)

REACTIONS

Discorporate. *Trigger:* The monarch takes damage. *Response:* The monarch adds 2 to its AC against the attack, possibly causing the attack to miss, and then teleports up to 60 feet to an unoccupied space it can see.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the monarch can expend a use to take one of the following actions. The monarch regains all expended uses at the start of each of its turns.

Necrotic Strike. The monarch makes one Rotting Fist or Necrotic Bolt attack.

Blinding Dust. *Constitution Saving Throw:* DC 16, each creature in a 5-foot Emanation originating from the monarch. *Failure:* The target has the Blinded condition until the end of the monarch's next turn.

Blasphemous Word. *Constitution Saving Throw:* DC 16, each enemy in a 10-foot Emanation originating from the monarch. *Failure:* The target has the Stunned condition until the end of the monarch's next turn. The monarch can't take this action again until the start of its next turn.



MYRIARCH

Large Monstrosity, Unaligned

AC 14

Initiative +0 (10)

HP 114 (12d10 + 48)

Speed 30 ft., Fly 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	19	+4 +4	DEX	11	+0 +0	CON	19	+4 +4
INT	3	−4 −4	WIS	14	+2 +2	CHA	10	+0 +0

Skills Perception +8

Senses Passive Perception 18

Languages Understands Celestial and Draconic but can't speak

CR 6 (XP 2,300; PB +3)

ACTIONS

Multiattack. The myriarch makes one Beak attack, one Bite attack, and one Claw attack.

Beak. Melee Attack Roll: +7, reach 5 ft. Hit: 10 (1d12 + 4) Bludgeoning damage.

Bite. Melee Attack Roll: +7, reach 5 ft. Hit: 11 (2d6 + 4) Piercing damage plus 7 (2d6) Poison damage.

Claw. Melee Attack Roll: +7, reach 5 ft. Hit: 7 (1d6 + 4) Slashing damage.

MYRIARCH

Majestic, Chimeric Predator

Habitat: Desert, Mountain; **Treasure:** Any

The myriarch is a kind of chimera, with the body of a lion, the head of an eagle, and a tail that manifests the head of a cobra. They also possess golden, ethereal wings that enable them to fly, leading many to believe they are somehow related to Amonkhet's angels. Despite their celestial appearance, they are hardly benevolent, typically soaring between cliff faces and hunting whatever prey wanders into their territory.

Like their counterparts on other planes, myriarchs are greedy creatures that hoard treasures within cavernous lairs. They're undiscerning about what they collect, gathering shiny objects alongside trophies and bones from their recent kills. Brave souls seeking to distract or temporarily appease a myriarch can do so by offering it treasure and food.

SAND ELEMENTAL

Primal Spirit of Drought and Dust

Habitat: Desert; **Treasure:** None

When earth elementals are abandoned by their masters or become lost in harsh deserts, their bodies can degrade and wither away, creating a sand elemental. These beings are mutable as sand, changing shape and seeping through narrow cracks. They can crush foes with the weight of their particles, suffocate them, and blind them with whirling sand. Gripped by madness, sand elementals thirst for blood and hunt any creatures that wander too close.

SAND ELEMENTAL

Large Elemental, Chaotic Evil

AC 14 **Initiative** +2 (12)

HP 114 (12d10 + 48)

Speed 30 ft., Burrow 30 ft.

	MOD SAVE				MOD SAVE				MOD SAVE		
STR	20	+5	+5	DEX	8	-1	-1	CON	20	+5	+5
INT	6	-2	-2	WIS	10	+0	+0	CHA	7	-2	-2

Resistances Fire

Immunities Poison; Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Perception 10

Languages Primordial (Auran, Terran)

CR 5 (XP 1,800; PB +3)

TRAITS

Sand Form. The elemental can enter an enemy's space and stop there. It can move through a space as narrow as 1 inch without expending extra movement to do so.

ACTIONS

Multiattack. The elemental makes two Slam attacks.

Slam. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Bludgeoning damage, and the target has the Blinded condition until the end of its next turn.

Sandstorm (Recharge 4–6). *Strength Saving Throw:* DC 15, each creature in the elemental's space. *Failure:* 22 (4d8 + 4) Bludgeoning damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 14). Until the grapple ends, the target has the Restrained condition, is suffocating, and takes 9 (2d8) Bludgeoning damage at the start of each of the elemental's turns. The elemental can grapple one Large creature or up to two Medium or smaller creatures at a time with Sandstorm. As an action, a creature within 5 feet of the elemental can pull a creature out of it by succeeding on a DC 14 Strength (Athletics) check. *Success:* Half damage only.

SANDWURM

Gargantuan Monstrosity, Unaligned

AC 18

Initiative +3 (11)

HP 247 (15d20 + 90)

Speed 50 ft., Burrow 50 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	28	+9 +9	DEX	7	-2 -2	CON	22	+6 +11
INT	1	-5 -5	WIS	8	-1 +4	CHA	4	-3 -3

Senses Tremorsense 60 ft., Passive Perception 9

Languages None

CR 15 (XP 13,000; PB +5)

ACTIONS

Multiattack. The worm makes one Bite attack and one Tail Swipe attack.

Bite. *Melee Attack Roll:* +14, reach 5 ft. *Hit:* 22 (3d8 + 9) Piercing damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 19), and it has the Restrained condition until the grapple ends.

Tail Swipe. *Dexterity Saving Throw:* DC 19, each creature in a 30-foot Cone. *Hit:* 26 (5d6 + 9) Bludgeoning damage, and the target has the Prone condition if it is Huge or smaller.

BONUS ACTIONS

Swallow. *Strength Saving Throw:* DC 19, one Large or smaller creature Grappled by the worm (it can have up to six creatures swallowed at a time). *Failure:* The target is swallowed by the worm, and the Grappled condition ends. A swallowed creature has the Blinded and Restrained conditions, has Total Cover against attacks and other effects outside the worm, and takes 17 (5d6) Acid damage at the start of each of the worm's turns.

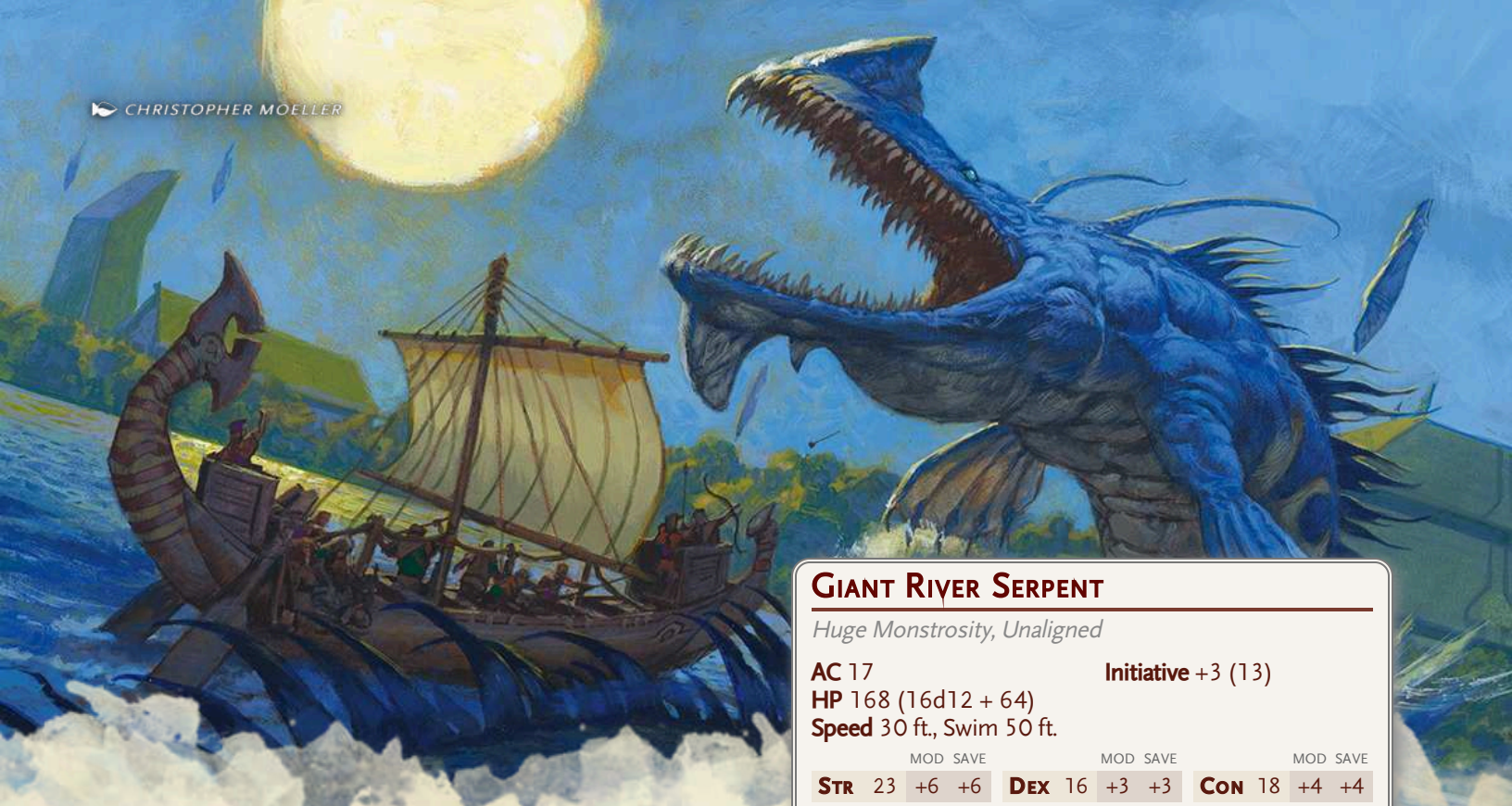
If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 5 feet of the worm and has the Prone condition. If the worm dies, all swallowed creatures are similarly regurgitated.

SANDWURM

What Gnaws the Roots of the World

Habitat: Desert; **Treasure:** None

Sandwurms are the largest predators of the Shefet desert, swimming through the sandy dunes like serpents through water. They are capable of amazing speed and can lift their lamprey-like heads far above the ground to snatch even flying creatures. But they can also lie in wait beneath the sands for years, until the slightest tremor alerts them to the presence of prey.



RIVER SERPENTS

Hunters of the River

Habitat: Coastal, Underwater; **Treasure:** None

The Luxa River is home to many aquatic creatures, but the most feared of them is the river serpent. When roused to anger, they can sink fishing boats by the dozens and flood the shore.

RIVER SERPENT

Huge Beast, Unaligned

AC 12 **Initiative** +2 (12)

HP 60 (8d12 + 8)

Speed 20 ft., Swim 30 ft.

MOD			SAVE			MOD			SAVE			MOD			SAVE		
STR	19	+4	+4	DEX	14	+2	+2	CON	12	+1	+1						
INT	1	-5	-5	WIS	10	+0	+0	CHA	3	-4	-4						

Skills Perception +2, Stealth +4

Senses Darkvision 60 ft., Passive Perception 12

Languages None

CR 2 (XP 450; PB +2)

ACTIONS

Multiattack. The serpent makes one Bite attack and uses Constrict.

Bite. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 11 (2d6 + 4) Piercing damage.

Constrict. *Strength Saving Throw:* DC 14, one Large or smaller creature the serpent can see within 10 feet. *Failure:* 13 (2d8 + 4) Bludgeoning damage, and the target has the Grappled condition (escape DC 14).

GIANT RIVER SERPENT

Huge Monstrosity, Unaligned

AC 17 **Initiative** +3 (13)

HP 168 (16d12 + 64)

Speed 30 ft., Swim 50 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	23	+6	+6	DEX	16	+3	+3	CON	18	+4	+4	INT	1	-5	-5	WIS	14	+2	+2	CHA	3	-4	-4

Skills Perception +6, Stealth +7

Senses Darkvision 60 ft., Passive Perception 16

Languages None

CR 11 (XP 7,200; PB +4)

ACTIONS

Multiattack. The serpent makes one Bite attack and uses Constrict.

Bite. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 32 (4d12 + 6) Piercing damage.

Constrict. *Strength Saving Throw:* DC 18, one Large or smaller creature the serpent can see within 5 feet.

Failure: 28 (5d8 + 6) Bludgeoning damage. The target has the Grappled condition (escape DC 16), and it has the Restrained condition until the grapple ends.

BONUS ACTIONS

Swallow. *Dexterity Saving Throw:* DC 18, one Large or smaller creature Grappled by the serpent (the serpent can have only one creature swallowed at a time). *Failure:* The target is swallowed by the serpent, and the Grappled condition ends. While swallowed, a creature has the Blinded and Restrained conditions, has Total Cover against attacks and other effects outside the serpent, and takes 21 (6d6) Acid damage at the start of each of the serpent's turns.

If the serpent takes 30 damage or more on a single turn from the swallowed creature, the serpent must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls in a space within 10 feet of the serpent and has the Prone condition. If the serpent dies, the swallowed creature is similarly regurgitated.



SERPOPARD

Large Beast, Unaligned

AC 12

Initiative +2 (12)

HP 52 (7d10 + 14)

Speed 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	18	+4 +4	DEX	14	+2 +2	CON	15	+2 +2
INT	3	-4 -4	WIS	12	+1 +1	CHA	8	-1 -1

Skills Perception +5, Stealth +6

Senses Passive Perception 15

Languages None

CR 3 (XP 700; PB +2)

TRAITS

Running Leap. With a 10-foot running start, the serpopard can Long Jump up to 25 feet.

ACTIONS

Multiattack. The serpopard makes two Rend attacks.

Rend. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 9 (1d10 + 4) Piercing damage plus 7 (2d6) Poison damage. If the target is a Large or smaller creature, it has the Prone condition.

BONUS ACTIONS

Nimble Escape. The serpopard takes the Disengage or Hide action.

SERPOPARD

Reptilian, Feline Ambusher

Habitat: Coastal, Jungle, Swamp; **Treasure:** None

Serpopards are strange felines with serpentine features, including long, flexible bodies, venomous fangs, and sensitive tongues they can use to detect the scent of prey from a great distance. They like to perch in trees near desert oases or along the Luxa river, to drop down on creatures that come near the water.

SOULSTINGER DEMON

Demon of Poison and Pain

Habitat: Desert, Urban; **Treasure:** Implements

Soulstinger demons are like giant scorpions from the waist down, with giant stingers and insectile features. These Fiends serve the archfiends of Ifnir, ensuring that the commands of their masters are exacted efficiently and that non-devils fulfill their bargains. They slay those who renege on infernal deals, their venom causing excruciating pain to mortals.

When not serving their infernal masters, soulstingers tempt self-obsessed mortals with promises of other creatures' adulation and obedience. These demons prop up petty tyrants, helping them grow increasingly calloused and amoral.

Soulstingers travel across Amonkhet to fulfill diabolical orders. If left with no other choices, they might conscript mortals to aid them in their vicious goals. Roll on or choose a result from the Soulstinger Demon Objectives table to inspire a soulstinger's goals.

SOULSTINGER DEMON OBJECTIVES

1d4 The Soulstinger Demon seeks to...

- 1 Capture a mortal that escaped Ifnir.
- 2 Convey a message or make an example of someone in the name of an archfiend.
- 3 Find someone who broke a deal with an archfiend.
- 4 Slay someone or steal something as part of its pact with a wicked magic-user.

SOULSTINGER DEMON

Large Fiend (Demon), Lawful Evil

AC 16

Initiative +7 (17)

HP 161 (17d10 + 68)

Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+8	DEX	16	+3	+3	CON	18	+4	+4
INT	13	+1	+5	WIS	14	+2	+6	CHA	16	+3	+7

Skills Deception +7, Insight +6

Resistances Necrotic

Immunities Fire, Poison; Poisoned

Senses Darkvision 120 ft. (unimpeded by magical darkness), Passive Perception 12

Languages Abyssal; telepathy 120 ft.

CR 9 (XP 5,000; PB +4)

TRAITS

Demonic Restoration. If the demon dies outside Ifnir, its body dissolves into ichor, and it gains a new body instantly, reviving with all its Hit Points somewhere in Ifnir.

Magic Resistance. The demon has Advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The demon makes two Stab attacks and one Infernal Sting attack.

Stab. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 13 (2d8 + 4) Slashing damage.

Infernal Sting. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 15 (2d10 + 4) Piercing damage plus 18 (4d8) Poison damage, and the target has the Poisoned condition until the start of the demon's next turn. While Poisoned, the target can't regain Hit Points.

SPHINXES

Living Enigmas and Collectors of Secrets

Habitat: Desert; **Treasure:** Arcana

Sphinxes are keepers of secrets and mysteries. Formed from the spirits of Amonkhet's ancient viziers, sphinxes know the power of truth and the importance of preserving it. They share their wisdom only with those who prove themselves wise or overcome tests of worthiness. Amonkhet's sphinxes have leonine bodies, hawklike wings, and faces resembling humans, framed by great frills or manes of feathers. Their powerful forearms are also feathered, and fans of long feathers form their tails.

The impenetrable minds of the sphinxes proved to be beyond Nicol Bolas's ability to control—but even so, he was able to place them under a curse to guarantee their silence. A sphinx is utterly incapable of communication—verbal or nonverbal, even written—as long as the curse remains in effect.



LIUS LASAHIDO

SPHINX OF AMONKHET

Large Monstrosity, Lawful Neutral

AC 17 **Initiative** +12 (22)

HP 199 (19d10 + 95)

Speed 40 ft., Fly 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	22	+6 +6	DEX	10	+0 +6	CON	20	+5 +11
INT	16	+3 +9	WIS	23	+6 +12	CHA	18	+4 +4

Skills Arcana +9, Perception +12, Religion +15

Resistances Necrotic, Radiant

Immunities Psychic; Charmed, Frightened

Senses Truesight 120 ft., Passive Perception 22

Languages Understands Celestial and Common but can't speak

CR 17 (XP 18,000, or 20,000 in lair; PB +6)

TRAITS

Inscrutable. No magic can observe the sphinx remotely or detect its thoughts without its permission. Wisdom (Insight) checks made to ascertain its intentions or sincerity are made with Disadvantage.

Legendary Resistance (3/Day, or 4/Day in Lair). If the sphinx fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The sphinx makes two Claw attacks and uses Roar.

Claw. *Melee Attack Roll:* +12, reach 5 ft. *Hit:* 20 (4d6 + 6) Slashing damage.

Roar (3/Day). The sphinx emits a magical roar. Whenever it roars, the roar has a different effect, as detailed below (the sequence resets when it takes a Long Rest):

First Roar. *Wisdom Saving Throw:* DC 20, each enemy in a 500-foot Emanation originating from the sphinx. *Failure:* The target has the Frightened condition for 1 minute.

Second Roar. *Wisdom Saving Throw:* DC 20, each enemy in a 500-foot Emanation originating from the sphinx. *Failure:* The target has the Paralyzed condition, and it repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Third Roar. *Constitution Saving Throw:* DC 20, each enemy in a 500-foot Emanation originating from the sphinx. *Failure:* 44 (8d10) Thunder damage, and the target has the Prone condition. *Success:* Half damage only.

Spellcasting. The sphinx casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 20):

At Will: *Command, Thaumaturgy*

1/Day Each: *Banishment, Dispel Magic, Greater Restoration, Heroes' Feast, Zone of Truth*

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the sphinx can expend a use to take one of the following actions. The sphinx regains all expended uses at the start of each of its turns.

Arcane Prowl. The sphinx can teleport up to 30 feet to an unoccupied space it can see, and it makes one Claw attack.

Alter Timeflow. Each creature in a 120-foot Emanation originating from the sphinx rerolls Initiative.

Weight of Years. *Constitution Saving Throw:* DC 16, one creature the sphinx can see within 120 feet. *Failure:* The target gains 1 Exhaustion level. While the target has any Exhaustion levels, it appears 3d10 years older. *Failure or Success:* The sphinx can't take this action again until the start of its next turn.



CRIOSPHINX

A rare few sphinxes have the heads of rams instead of the humanlike faces of other sphinxes. They are less enigmatic than others of their kind and more aggressive, actively attacking angels, demons, and other agents of Bolas they encounter in the desert. They stay far from Naktamun and care little for its people.

SPHINX LAIRS

Sphinxes typically dwell in places that hold great knowledge or prophetic magic, especially ancient ruins of the time before Nicol Bolas.

The region containing a sphinx of amonkhet's or criosphinx's lair is altered by its presence, creating the following effects; if the sphinx dies or moves its lair elsewhere, these effects end immediately:

Distant Sight. While in its lair, the sphinx can cast *Clairvoyance*, requiring no spell components and using the same spellcasting ability as its Spellcasting action. When cast this way, the spell's range is 1 mile.

Infusion of Knowledge. Whenever the sphinx or one of its allies takes a Study action while within 1 mile of the lair, it adds 1d6 to any ability check it makes for that action.

CRIOSPHINX

Large Monstrosity, Neutral

AC 18 **Initiative** +2 (12)
HP 228 (24d10 + 96)
Speed 30 ft., Fly 60 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	18	+4 +4	DEX	15	+2 +2	CON	18	+4 +4
INT	16	+3 +3	WIS	16	+3 +3	CHA	16	+3 +3

Skills Arcana +8, History +8, Perception +8, Religion +8

Resistances Bludgeoning, Piercing, Slashing

Immunities Psychic; Charmed, Frightened

Senses Truesight 120 ft., Passive Perception 18

Languages Understands Celestial and Common but can't speak

CR 13 (XP 10,000; PB +5)

TRAITS

Inscrutable. No magic can observe the sphinx remotely or detect its thoughts without its permission. Wisdom (Insight) checks made to ascertain its intentions or sincerity are made with Disadvantage.

Legendary Resistance (3/Day, or 4/Day in Lair). If the sphinx fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The sphinx makes one Ram attack and two Claw attacks.

Ram. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 17 (2d10 + 6) Bludgeoning damage. If the target is a Large or smaller creature, it has the Prone condition.

Claw. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 13 (2d8 + 4) Slashing damage.

Spellcasting. The sphinx casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 16):

At Will: *Command, Thaumaturgy*

1/Day Each: *Banishment, Dominate Person, Suggestion*

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in lair). Immediately after another creature's turn, the sphinx can expend a use to take one of the following actions. The sphinx regains all expended uses at the start of each of its turns.

Arcane Prowl. The sphinx can teleport up to 30 feet to an unoccupied space it can see, and it makes one Claw attack.

Alter Timeflow. Each creature in a 120-foot Emanation originating from the sphinx rerolls Initiative.

SUNMARE

Majestic and Magical Desert Master

Habitat: Desert; **Treasure:** Any

Sunmares are majestic defenders of Amonkhet's desert. They are revered by many viziers and travelers, and they do whatever they can to ensure the peace and health of those who shelter in their sandy realms. Though firecely independent, sunamres may serve certain noble individuals as allies and mounts.

SUNMARE LAIRS

Sunmares dwell in the desert, particularly the areas around oases and inhabited cities.

The region containing a sunmare's lair is changed by its presence, creating the following effects; if the unicorn dies or moves its lair elsewhere, these effects end immediately:

Second Sun. It is always at least Dim Light within 1 mile of the lair, even at night.

Positive Energy. Whenever a creature within 1 mile of the lair regains Hit Points from a spell, it regains the maximum number of Hit Points possible. Additionally, the effects of curses are suppressed within 1 mile of the lair.



CHRISTINA KRAUS

SUNMARE

Large Celestial, Lawful Good

AC 12 **Initiative** +8 (18)
HP 97 (13d10 + 26)
Speed 50 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	18	+4 +4	DEX	14	+2 +2	CON	15	+2 +2
INT	11	+0 +0	WIS	17	+3 +3	CHA	17	+3 +3

Immunities Poison; Charmed, Paralyzed, Poisoned

Senses Darkvision 60 ft., Passive Perception 13

Languages Celestial; telepathy 120 ft.

CR 5 (XP 1,800; PB +3)

TRAITS

Legendary Resistance (3/Day). If the sunmare fails a saving throw, it can choose to succeed instead.

Magic Resistance. The sunmare has Advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The sunmare makes two Hooves attacks.

Hooves. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 10 (1d12 + 4) Bludgeoning damage.

Spellcasting. The sunmare casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 14):

At Will: *Detect Evil and Good, Druidcraft*
1/Day Each: *Calm Emotions, Dispel Evil and Good, Daylight, Pass without Trace, Word of Recall*

BONUS ACTIONS

Sunmare's Blessing (3/Day). The sunmare touches another creature with its crest and casts *Cure Wounds* or *Lesser Restoration* on that creature, using the same spellcasting ability as Spellcasting.

LEGENDARY ACTIONS

Legendary Action Uses: 3. Immediately after another creature's turn, The sunmare can expend a use to take one of the following actions. The sunmare regains all expended uses at the start of each of its turns.

Charge. The sunmare moves up to half its Speed without provoking Opportunity Attacks, and it makes one Hooves attack.

Shimmering Shield. The sunmare targets itself or one creature it can see within 60 feet of itself. The target gains 10 (3d6) Temporary Hit Points, and its AC increases by 2 until the end of the sunmare's next turn. The sunmare can't take this action again until the start of its next turn.



SWARM OF SCARABS

Devouring Swarm

Habitat: Desert, Underground, Urban; **Treasure:** None

The Chitin Court are a group of forgotten gods of Amonkhet's past, each of which is named for and commands swarms of a type of insect. The Scarab God is one such forgotten deity. After the Hour of Devastation, the Chitin Court retreated into the Broken Lands to command the dead monarchs and restore the court as the true pantheon of Amonkhet.

As servants of the Scarab God, Amonkhet's scarabs are touched by nefarious magic. They are tiny beetles that scavenge dead organic material. As the powers of the court grip an area, populations of scarabs explode and become aggressive predators. Roll on or choose a result from the Swarm of Scarabs Behavior table to see inspire the strange behavior of scarab swarms.

SWARM OF SCARABS BEHAVIOR

1d4 The Swarm...

- 1 Crawls on walls in a vaguely bipedal shape.
- 2 Makes skittering noises that sound like whispered chanting.
- 3 Organizes into shapes that resemble skeletal visages, giant eyes, or the faces of nearby creatures.
- 4 Occupies and animates a corpse or other debris as if it were alive.

SWARM OF SCARABS

Medium Swarm of Tiny Beasts, Unaligned

AC 13

Initiative +2 (12)

HP 27 (5d8 + 5)

Speed 30 ft., Burrow 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	3	−4	−4	DEX	14	+2	+2	CON	13	+1	+1
INT	1	−5	−5	WIS	12	+1	+1	CHA	1	−5	−5

Resistances Bludgeoning, Piercing, Slashing

Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Tremorsense 60 ft., Passive Perception 11

Languages None

CR 3 (XP 700; PB +2)

TRAITS

Skeletonize. If the swarm starts its turn in the same space as the corpse of a Large or smaller creature, the corpse is reduced to a pile of bones.

Spider Climb. The swarm can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny scarab. The swarm can't regain Hit Points or gain Temporary Hit Points.

ACTIONS

Bites. *Melee Attack Roll:* +4, reach 0 ft. *Hit:* 14 (4d6) Piercing damage, or 7 (2d6) Piercing damage if the swarm is Bloodied, and scarabs infest the target. While infested, a creature takes 3 (1d6) Piercing damage at the start of each of its turns. The infestation can be removed by dealing Fire damage to the infested creature.

VENMOUS HYDRA

Huge Monstrosity, Neutral

AC 15

Initiative +1 (11)

HP 172 (15d12 + 75)

Speed 30 ft., Burrow 20 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	20	+5 +5	DEX	12	+1 +1	CON	20	+5 +5
INT	2	-4 -4	WIS	10	+0 +0	CHA	7	-2 -2

Skills Perception +6

Immunities Blinded, Charmed, Deafened, Frightened, Stunned, Unconscious

Senses Tremorsense 60 ft., Passive Perception 16

Languages None

CR 8 (XP 3,900; PB +3)

TRAITS

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. Whenever the hydra takes 25 damage or more on a single turn, one of its heads dies. The hydra dies if all its heads are dead. At the end of each of its turns when it has at least one living head, the hydra grows two heads for each of its heads that died since its last turn, unless it has taken Fire damage since its last turn. The hydra regains 20 Hit Points when it grows new heads.

Reactive Heads. For each head the hydra has beyond one, it gets an extra Reaction that can be used only for Opportunity Attacks.

ACTIONS

Multiattack. The hydra makes as many Bite attacks as it has heads.

Bite. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 7 (1d4 + 5) Piercing damage plus 3 (1d6) Poison damage.

VENOMOUS HYDRA

Multi-Headed Cobra

Habitat: Coastal, Desert, Jungle, Swamp; **Treasure:** Any

The hydras of Amonkhet are similar to their counterparts on other planes, except have venomous heads like those of a cobra, and they slither beneath the sands of the desert. Endlessly hungry, they devour any creatures they catch. Hydras that deplete an area of prey often go into a lengthy torpor until new prey arrives.

Most hydras have five heads, but some mature or battle-tested hydras have more. Such elder hydras become local legends, known for their battles with heroes or for the riches lost in their domains.

While many hydras claim their own ruins in the desert, archfiends and the dead monarchs of the broken lands might use hydras to guard treasures or magical sites. Roll on or choose a result from the Hydra Lairs table to inspire why a hydra lurks in its lair.

HYDRA LAIRS

1d4 The Hydra Lurks In Its Lair To...

- 1 Ensure none claim a treasure of ancient Amonkhet.
- 2 Defend the home of a cultist of the Chitin Court.
- 3 Guard a hidden oasis.
- 4 Protect a font of poison that pollutes the Luxa.

ZOMBIES

Accursed Reanimated Wanderers

Habitat: Desert, Urban; **Treasure:** None

The Curse of Wandering is the greatest danger of the desert lands. A creature killed in the desert rises again as a zombie as soon as the moisture has dried from its flesh. As a result, the corpses of every kind of desert creature shamle across the dunes alongside the humanoid zombies of dissenters and would-be explorers. These zombies, known as the Accursed, are unthinking, reanimated corpses, often gruesomely marred by decay and lethal traumas. Zombies are relentless, merciless, and resilient, and their dead flesh can carry on even after suffering grievous wounds.

ZOMBIE HORDE

Amonkhet has a long history of war, and even recently the Hour of Devastation and Phyrexian Invasion have turned many desert dunes into mass graves. In these places, the accursed rise a hordes of zombies, linking together in swarm behavior; perhaps as the last remnants of memories of their brothers in arms. These hordes are exceptionally dangerous, able to quickly over desert travelers and suffocate them.

ZOMBIE HORDE

Huge Swarm of Medium Undead, Neutral Evil

AC 12

Initiative +1 (11)

HP 104 (11d12 + 33)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	20	+5	+5	DEX	6	-2	-2	CON	16	+3	+6
INT	1	-5	-5	WIS	6	-2	-2	CHA	5	-3	-3

Immunities Poison; Charmed, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned

Senses Darkvision 60 ft., Passive Perception 8

Languages Understands Common but can't speak

CR 6 (XP 2,300; PB +3)

TRAITS

Stench. *Constitution Saving Throw:* DC 14, any creature that starts its turn in a 10-foot Emanation originating from the horde. *Failure:* 9 (2d8) Poison damage, and the target has the Poisoned condition until the start of the its next turn. *Success:* The target is immune to the Stench of all zombie hordes for 1 hour.

Swarm. The horde can occupy another creature's space and vice versa, and the horde can move through any opening large enough for a Medium zombie. The horde can't regain Hit Points or gain Temporary Hit Points.

Undead Fortitude. If damage reduces the horde to 0 Hit Points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is Radiant or from a Critical Hit. On a successful save, the horde drops to 1 Hit Point instead.

ACTIONS

Multiattack. The horde makes two Suffocate attacks.

Slam. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 14 (2d8 + 5) Bludgeoning damage, or 9 (1d8 + 5) Bludgeoning damage if the horde is Bloodied, plus 4 (1d8) Necrotic damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 15). Until the grapple ends, the target is suffocating. The horde can have up to two targets Grappled in this way at a time.

Flesh Entomb (Recharge 5–6). *Strength Saving Throw:* DC 16, one creature the horde can see within 30 feet. *Failure:* 16 (3d10) Bludgeoning damage. If the target is a Large or smaller creature, it is entombed until the dead flesh is destroyed (AC 10; HP 25; Immunity to Poison and Psychic damage). While entombed, a creature is suffocating, has the Restrained condition, has Total Cover against attacks and other effects outside the dead flesh, and takes 10 (3d6) Necrotic damage at the start of each of its turns.



ZOMBIE LORD

Medium Undead, Neutral Evil

AC 15

Initiative +0 (10)

HP 97 (13d8 + 39)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	18	+4 +4	DEX	10	+0 +0	CON	17	+3 +3
INT	4	-3 -3	WIS	6	-2 +1	CHA	6	-2 -2

Resistances Cold, Fire, Necrotic

Immunities Poison; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Darkvision 60 ft., Passive Perception 8

Languages Understands Common plus two other languages but can't speak

CR 5 (XP 1,800; PB +3)

TRAITS

Undead Fortitude. If damage reduces the zombie to 0 Hit Points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is Radiant or from a Critical Hit. On a successful save, the zombie drops to 1 Hit Point instead.

ACTIONS

Multiattack. The zombie makes two Necrotic Staff attacks.

Necrotic Staff. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 7 (1d6 + 4) Bludgeoning damage plus 7 (2d6) Necrotic damage.

ZOMBIE LORD

The monarchical dead rule the Broken Lands, but that doesn't stop others from trying to climb the ranks of hierarchy. Some zombies retain vestiges of their former lives, allowing them to amass power and control over less intelligent zombies. Roll on or choose a result from the Zombie Lord Origins table to inspire a zombie lord's background and purpose.

ZOMBIE LORD ORIGINS

1d4 The Zombie Lord Is...

- 1 A rare intelligent accursed who wants to overthrow a monarch of the dead.
- 2 The result of a failed ritual to create a monarch of the dead.
- 3 A cultist who died in service to the chitin court and was rewarded.
- 4 A planeswalker from another plane who fell to the Curse of Wandering.

APPENDIX D

MONSTER LISTS

This appendix provides lists of monsters in this book organized by habitat, creature type, and Challenge Rating.

MONSTERS BY HABITAT

The following tables organize the monster stat blocks in this book by habitat.

ANY HABITAT MONSTERS

CR Monsters

10	Angel of Amonkhet
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COASTAL MONSTERS

CR Monsters

1	Drake
2	River Serpent
3	Serpopard
4	Hippopotamus
5	Ammit, Bloodwater Entity
8	Venomous Hydra
11	Giant River Serpent

DESERT MONSTERS

CR Monsters

1/4	Moloch
1	Drake
3	Anointed, Eternal Vizier, Eternal Warrior, Grim Strider, Swarm of Scarabs
5	Heart-Piercer Manticore, Magmaroth, Sand Elemental, Sunmare, Zombie Lord
6	Cerodon, Myriarch, Zombie Horde
8	Venomous Hydra
9	Soulstinger Demon
13	Archfiend of Ifnir, Criosphinx
15	Monarch of the Dead, Sandwurm
17	Amonkhet Dragon, Sphinx of Amonkhet

JUNGLE MONSTERS

CR Monsters

1/4	Kudu
3	Serpopard
4	Hippopotamus
5	Ammit
8	Venomous Hydra

MOUNTAIN MONSTERS

CR Monsters

1/4	Moloch
1	Drake
5	Heart-Piercer Manticore, Magmaroth
6	Cerodon, Myriarch
17	Amonkhet Dragon

SWAMP MONSTERS

CR Monsters

3	Serpopard
4	Hippopotamus
5	Ammit
8	Venomous Hydra
15	Monarch of the Dead

UNDERWATER MONSTERS

CR Monsters

2	River Serpent
11	Giant River Serpent

URBAN MONSTERS

CR Monsters

3	Anointed, Eternal Vizier, Eternal Warrior, Swarm of Scarabs
5	Zombie Lord
6	Zombie Horde
9	Soulstinger Demon
15	Monarch of the Dead



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MONSTERS BY CREATURE TYPE

The following list organizes the monster stat blocks in this book by creature type.

Creature Type	Monsters
Aberration	Grim Strider
Beast	Cerodon, Hippopotamus, Kudu, Moloch, River Serpent, Serpopard, Swarm of Scarabs
Celestial	Angel of Amonkhet, Sunmare
Dragon	Amonkhet Dragon, Drake
Elemental	Bloodwater Entity, Magmaroth, Sand Elemental
Fiend	Ammit, Archfiend of Ifnir, Soulstinger Demon
Monstrosity	Criosphinx, Giant River Serpent, Heart-Piercer Manticore, Myriarch, Sandwurm, Sphinx of Amonkhet, Venomous Hydra
Undead	Anointed, Eternal Vizier, Eternal Warrior, Zombie Horde, Zombie Lord

MONSTERS BY CHALLENGE RATING

The following list organizes the monster stat blocks in this book by Challenge Rating.

Challenge Rating	Monsters
1/4	Kudu, Moloch
1	Drake
2	River Serpent
3	Anointed, Eternal Vizier, Eternal Warrior, Grim Strider, Serpopard, Swarm of Scarabs
4	Hippopotamus
5	Ammit, Bloodwater Entity, Heart-Piercer Manticore, Magmaroth, Sand Elemental, Sunmare, Zombie Lord
6	Cerodon, Myriarch, Zombie Horde
8	Venomous Hydra
9	Soulstinger Demon
10	Angel of Amonkhet
11	Giant River Serpent
13	Archfiend of Ifnir, Criosphinx
15	Monarch of the Dead, Sandwurm
17	Amonkhet Dragon, Sphinx of Amonkhet

RULES GLOSSARY

This glossary presents rules that are referenced in this book and not found in the *Player's Handbook* (2014), and rules that have updated descriptions in the *2024 D&D Free Rules*. This is done in an effort to maintain compatibility between both the 2014 and 2024 versions of DUNGEONS AND DRAGONS.

RULES DEFINITIONS

The rules definitions are presented in alphabetical order.

BLOODIED

A creature is Bloodied while it has half its Hit Points or fewer remaining.

BURNING [HAZARD]

A burning creature or object takes 1d4 Fire damage at the start of each of its turns. As an action, you can extinguish fire on yourself by giving yourself the Prone condition and rolling on the ground. The fire also goes out if it is doused, submerged, or suffocated.

D20 TEST

D20 Tests encompass the three main d20 rolls of the game: ability checks, attack rolls, and saving throws. If something in the game affects D20 Tests, it affects all three of these rolls. The DM determines whether a D20 Test is warranted in a given circumstance.

DARKVISION

If you have Darkvision, you can see in Dim Light within a specified range as if it were Bright Light and in Darkness within that range as if it were Dim Light. You discern colors in that Darkness only as shades of gray.

DEHYDRATION [HAZARD]

A creature requires an amount of water per day based on its size, as shown in the Water Needs per Day table. A creature that drinks less than half the required water for a day gains 1 Exhaustion level at the day's end. Exhaustion caused by dehydration can't be removed until the creature drinks the full amount of water required for a day.

WATER NEEDS PER DAY

Size	Water	Size	Water
Tiny	1/4 gallon	Large	4 gallons
Small	1 gallon	Huge	16 gallons
Medium	1 gallon	Gargantuan	64 gallons

EMANATION [AREA OF EFFECT]

An Emanation is an area of effect that extends in straight lines from a creature or an object in all directions. The effect that creates an Emanation specifies the distance it extends.

An Emanation moves with the creature or object that is its origin unless it is an instantaneous or a stationary effect.

An Emanation's origin (creature or object) isn't included in the area of effect unless its creator decides otherwise.

EXHAUSTION [CONDITION]

While you have the Exhaustion condition, you experience the following effects.

Exhaustion Levels. This condition is cumulative. Each time you receive it, you gain 1 Exhaustion level. You die if your Exhaustion level is 6.

D20 Tests Affected When you make a D20 Test the roll is reduced by 2 times your Exhaustion level.

Speed Reduced Your Speed is reduced by a number of feet equal to 5 times your Exhaustion level.

Removing Exhaustion Levels. Finishing a Long Rest removes 1 of your Exhaustion levels. When your Exhaustion level reaches 0, the condition ends.

EXPERTISE

Expertise is a feature that enhances your use of a skill proficiency. When you make an ability check with a skill proficiency in which you have Expertise, your Proficiency Bonus is doubled for that check unless the bonus is doubled by another feature.

If you gain Expertise, you gain it in one skill in which you have proficiency. You can't have Expertise in the same skill proficiency more than once.

EXTREME HEAT [HAZARD]

When the temperature is 100 degrees Fahrenheit or higher, a creature exposed to the extreme heat and without access to drinkable water must succeed on a Constitution saving throw at the end of each hour or gain 1 Exhaustion level. The DC is 5 for the first hour and increases by 1 for each additional hour. Creatures wearing Medium or Heavy armor have Disadvantage on the save. Creatures that have Resistance or Immunity to Fire damage automatically succeed on the save.

GRAPPLED [CONDITION]

While you have the Grappled condition, you experience the following effects.

Speed 0. Your Speed is 0 and can't increase.

Attacks Affected. You have Disadvantage on attack rolls against any target other than the grappler.

Movable. The grappler can drag or carry you when it moves, but every foot of movement costs it 1 extra foot unless you are Tiny or two or more sizes smaller than it.

HAZARD

A hazard is an environmental danger.

HEROIC INSPIRATION

If you (a player character) have Heroic Inspiration, you can expend it to reroll any die immediately after rolling it, and you must use the new roll.

If you gain Heroic Inspiration but already have it, it's lost unless you give it to a player character who lacks it.

ILLUSIONS

Spells and other effects sometimes create magical illusions. Such an effect defines what the illusion does and which senses or mental faculties it deceives.

If an illusion manifests in space, the illusion is insubstantial and weightless, yet it seems to be affected by the environment as if the illusion were real unless the effect that created it specifies otherwise. For example, a visual illusion of a creature casts shadows and reflections, and wind appears to affect the illusory creature. Similarly, an audible illusion echoes in an echoey space.

INCAPACITATED [CONDITION]

While you have the Incapacitated condition, you experience the following effects.

Inactive. You can't take any action, Bonus Action, or Reaction.

No Concentration. Your Concentration is broken.

Speechless. You can't speak.

Surprised. If you're Incapacitated when you roll Initiative, you have Disadvantage on the roll.

INVISIBLE [CONDITION]

While you have the Invisible condition, you experience the following effects.

Surprise. If you're Invisible when you roll Initiative, you have Advantage on the roll.

Concealed. You aren't affected by any effect that requires its target to be seen unless the effect's creator can somehow see you. Any equipment you are wearing or carrying is also concealed.

Attacks Affected. Attack rolls against you have Disadvantage, and your attack rolls have Advantage. If a creature can somehow see you, you don't gain this benefit against that creature.

MALNUTRITION [HAZARD]

A creature needs an amount of food per day based on its size, as shown in the Food Needs per Day table. A creature that eats but consumes less than half the required food for a day must succeed on a DC 10 Constitution saving throw or gain 1 Exhaustion level at the day's end. A creature that eats nothing for 5 days automatically gains 1 Exhaustion level at the end of the fifth day as well as an additional level at the end of each subsequent day without food.

Exhaustion caused by malnutrition can't be removed until the creature eats the full amount of food required for a day.

Size	Food	Size	Water
Tiny	1/4 pound	Large	4 pounds
Small	1 pound	Huge	16 pounds
Medium	1 pound	Gargantuan	64 pounds

ORIGIN FEAT

Feats in the Origin category include the following feats from the *Player's Handbook*:

Alert	Magic Initiate	Tavern Brawler
Crafter	Musician	Tough
Healer	Savage Attacker	
Lucky	Skilled	

SHAPE-SHIFTING

If an effect, such as Wild Shape or the Polymorph spell, lets you shape-shift, its description specifies what happens to you. Unless that description says otherwise, any ongoing effects on you—conditions, spells, curses, and the like—carry over from one form to the other. You revert to your true form if you die.

SUFFOCATION [HAZARD]

A creature can hold its breath for a number of minutes equal to 1 plus its Constitution modifier (minimum of 30 seconds) before suffocation begins. When a creature runs out of breath or is choking, it gains 1 Exhaustion level at the end of each of its turns. When a creature can breathe again, it removes all levels of Exhaustion it gained from suffocating.

TELEPATHY

Telepathy is a magical ability that allows a creature to communicate mentally with another creature within a specified range. Unless a rule states otherwise, the contacted creature doesn't need to share a language with the telepath to understand this communication, but the contacted creature must be able to understand at least one language or be telepathic itself to understand.

A telepath doesn't need to see a contacted creature, and the telepath can start or end the telepathic contact at any time (no action required). Telepathic contact can't be initiated and is immediately broken if either the telepath or the other creature has the Incapacitated condition. Telepathic contact is also broken if the contacted creature is no longer within the telepathy's range or if the telepath contacts a different creature within range.

A creature without telepathy can receive telepathic messages but can't initiate a telepathic conversation. Once a telepathic conversation starts, the non-telepath can communicate mentally to the telepath until the telepathic connection ends.

TELEPORTATION

Teleportation is a special kind of magical transportation. If you teleport, you disappear and reappear elsewhere instantly, without moving through the intervening space. This transportation doesn't expend movement unless a rule tells you otherwise, and teleportation never provokes Opportunity Attacks.

When you teleport, all the equipment you're wearing and carrying teleports with you. If you're touching another creature when you teleport, that creature doesn't teleport with you unless the teleportation effect says otherwise.

If the destination space of your teleportation is occupied by another creature or blocked by a solid obstacle, you instead appear in the nearest unoccupied space of your choice.

The description of a teleportation effect tells you if you must see the teleportation's destination.

TRUESIGHT

If you have Truesight, your vision is enhanced within a specified range. Within that range, your vision pierces through the following:

Darkness. You can see in normal and magical Darkness.

Invisibility. You see creatures and objects that have the Invisible condition.

Visual Illusions. Visual illusions appear transparent to you, and you automatically succeed on saving throws against them.

Transformations. You discern the true form of any creature or object you see that has been transformed by magic.

Ethereal Plane. You see into the Ethereal Plane.

UNARMED STRIKE

Instead of using a weapon to make a melee attack, you can use a punch, kick, head-butt, or similar forceful blow. In game terms, this is an Unarmed Strike—a melee attack that involves you using your body to damage, grapple, or shove a target within 5 feet of you.

Whenever you use your Unarmed Strike, choose one of the following options for its effect.

Damage. You make an attack roll against the target. Your bonus to the roll equals your Strength modifier plus your Proficiency Bonus. On a hit, the target takes Bludgeoning damage equal to 1 plus your Strength modifier.

Grapple. The target must succeed on a Strength or Dexterity saving throw (it chooses which), or it has the Grappled condition. The DC for the saving throw and any escape attempts equals 8 plus your Strength modifier and Proficiency Bonus. This grapple is possible only if the target is no more than one size larger than you and if you have a hand free to grab it.

Shove. The target must succeed on a Strength or Dexterity saving throw (it chooses which), or you either push it 5 feet away or cause it to have the Prone condition. The DC for the saving throw equals 8 plus your Strength modifier and Proficiency Bonus. This shove is possible only if the target is no more than one size larger than you.



RISE AMONG THE WORTHY

Huge thank you to all of my supporters and my personal play group, and to James Wyatt for his work on the original *Plane Shift* supplements.

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For use with the fifth edition *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, and *Plane Shift: Amonkhet* supplement

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